

## eDynamic Learning Course Title: Animation

**State: TX**

**State Course Title: Animation**

**State Course Code: 130.83**

**State Standards: Animation I**

**Date of Standards: 2015**

TEKS	Course Title. (a or b), if applicable, e.g. Game Design 1a	Unit Name(s)	Lesson(s) Numbers
<b>(1) The student demonstrates professional standards/employability skills as required by business and industry.</b>			
(A) identify and participate in training, education, or certification for employment;	Animation	Unit 12: Careers in Animation	Lesson: 5
(B) identify and demonstrate positive work behaviors and personal qualities needed to be employable;	Animation	Unit 12: Careers in Animation	Lesson: 5
(C) demonstrate skills related to seeking and applying for employment;	Animation	Unit 12: Careers in Animation	Lesson: 1-5
(D) create a career portfolio to document information such as work experiences, licenses, certifications, and work samples;	Animation	Unit 12: Careers in Animation	Lesson: 1
(E) demonstrate skills in evaluating and comparing employment opportunities; and	Animation	Unit 12: Careers in Animation	Lesson: 4
<b>(2) The student applies academic knowledge and skills in animation projects.</b>			
(A) apply English language arts knowledge by demonstrating skills such as correct use of content, technical concepts, vocabulary, grammar, punctuation, and terminology to write and edit a variety of documents; and	Animation	Unit 8: Character Modeling	Activity
(B) apply mathematics knowledge and skills such as using whole numbers, decimals, fractions, and knowledge of arithmetic operations.	Animation	Unit 6: Animated Motion	Activity 1
<b>(3) The student understands professional communications strategies.</b>			
(A) adapt language for audience, purpose, situation, and intent;	Animation	Unit 12: Careers in Animation	Lesson: 4
(B) organize oral and written information;	Animation	Unit 12: Careers in Animation	Lesson: 3

(C) interpret and communicate information;	Animation	Unit 12: Careers in Animation	Lab
(D) deliver formal and informal presentations;	Animation	Unit 12: Careers in Animation	Lab
(E) apply active listening skills;	Animation	Unit 12: Careers in Animation	Lab
(F) listen to and speak with diverse individuals; and	Animation	Unit 12: Careers in Animation	Lab
(G) exhibit public relations skills.	Animation	Unit 12: Careers in Animation	Lab
<b>(4) The student understands and employs problem-solving methods and conflict-management skills.</b>			
(A) employ critical-thinking skills independently and in groups;	Animation	Unit 9: Character Animation	Lesson: 1-5
(5) The student applies <u>technology applications</u> . The student is expected to use personal information management, email, Internet, writing and publishing, and presentation applications for animation projects.	Animation	Unit 10: Storytelling	Lesson: 1, Activity
(6) The student applies <u>cyber safety procedures</u> . The student is expected to implement personal and professional safety rules and regulations.	Animation	Unit 12: Careers in Animation	Lab
<b>(7) The student applies leadership characteristics to student leadership and professional development activities.</b>			
(A) demonstrate leadership skills independently and in a group setting;	Animation	Unit 12: Careers in Animation	Lab
<b>(8) The student applies ethical decision making and understands and complies with laws regarding use of technology in animation.</b>			
(A) exhibit ethical conduct related to interacting with others such as maintaining client confidentiality and privacy of sensitive content and giving proper credit for ideas;	Animation	Unit 12: Careers in Animation	Lesson: 2
(B) discuss and apply copyright laws;	Animation	Unit 12: Careers in Animation	Lesson: 2
(C) model respect of intellectual property;	Animation	Unit 12: Careers in Animation	Lesson: 2
(D) demonstrate proper etiquette and knowledge of acceptable use policies; and	Animation	Unit 12: Careers in Animation	Lesson: 2
(E) analyze the impact of the animation industry on society.	Animation	Unit 3: Computer Animation and CGI	Lesson: 1
(9) The student applies technical skills for efficiency. The student is expected to employ <u>planning and time-management skills</u> to complete work tasks.	Animation	Unit 6: Character Modeling	Lesson: 1-5
<b>(10) The student develops an understanding of animation technology.</b>			
(A) demonstrate appropriate use of hardware components, software programs, and storage devices;	Animation	Unit 11: Video, Music, and Sound	Lesson: 1-5. Lab, Activity
(B) demonstrate knowledge of sound editing;	Animation	Unit 11: Video, Music, and Sound	Lesson: 1-5, Lab

(C) demonstrate knowledge of file formats and cross-platform compatibility; and	Animation	Unit 11: Video, Music, and Sound	Lesson: 1-5, Lab
(D) acquire and exchange information in a variety of electronic file sharing formats.	Animation	Unit 11: Video, Music, and Sound	Lesson: 1-5, Activity
<b>(11) The student evaluates visual information.</b>			
(A) recognize the use of principles and elements of design; and	Animation	Unit 4: Digital 2D Animation and Rotoscopy	Lesson: 2, 4
(B) recognize the use of typography.	Animation	Unit 11: Video, Music, and Sound	Activity
<b>(12) The student uses an appropriate design process to create and modify solutions to problems.</b>			
(A) combine graphics, images, and sound;	Animation	Unit 11: Video, Music, and Sound	Lesson: 1-5. Lab, Activity
(B) apply principles of design;	Animation	Unit 2: Hand Drawn Animation	Lesson: 6
(C) develop and reference technical documentation; and	Animation	Unit 8: Character Modeling	Activity
(D) edit products.	Animation	Unit 11: Video, Music, and Sound	Lesson: 1-5. Lab, Activity
<b>(13) The student creates animation projects.</b>			
(A) use a variety of techniques and software programs; and	Animation	Unit 4: Digital 2D Animation and Rotoscopy	Lesson: 1
(B) publish and deliver products using a variety of media.	Animation	Unit 4: Digital 2D Animation and Rotoscopy	Lesson: 1-6, Lab
<b>(14) The student researches the history and evolution of animation.</b>			
(A) explain the history of animation;	Animation	Unit 1: Basics of Animation	Lesson: 1, 2
(B) describe how changing technology is affecting the industry;	Animation	Unit 1: Basics of Animation	Lesson: 6
(C) analyze the use of symbols in the animation of diverse cultures;	Animation	Unit 2: Hand Drawn Animation	Lesson: 3, 4
(D) compare current animation technologies with historical technologies;	Animation	Unit 1: Basics of Animation	Lesson: 2-6
(E) compare various styles of animation; and	Animation	Unit 1: Basics of Animation	Lesson: 2-6
(F) explore emerging and innovative animation technologies and software.	Animation	Unit 1: Basics of Animation	Lesson: 6
<b>(15) The student understands and applies animation principles, elements, and techniques.</b>			
(A) describe and use audience identification, script writing, character design, storyboarding, and audio and delivery formats;	Animation	Unit 3: Computer Animation and CGI	Lesson: 4, 5
(B) describe and use cells, stop motion, tweening, motion paths, masking, looping, scripting/programming, and interactivity;	Animation	Unit 7: Intro to Blender	Lesson: 1-6

(C) describe lighting and camera shots;	Animation	Unit 3: Computer Animation and CGI	Lesson: 5
(D) describe and use flip books, Claymation, or cut-outs;	Animation	Unit 1: Basics of Animation	Lesson: 5, Activity
(E) render; and	Animation	Unit 4: Digital 2D Animation and Rotoscopy	Lesson: 7
(F) describe and use postproduction processes such as editing and creating titles, credits, and special effects.	Animation	Unit 3: Computer Animation and CGI	Lesson: 6
<b>(16) The student presents oral or written evaluations of animation projects.</b>			
(A) identify the intended audience;	Animation	Unit 4: Digital 2D Animation and Rotoscopy	Lesson: 6
(B) describe aesthetics;	Animation	Unit 4: Digital 2D Animation and Rotoscopy	Lesson: 6
(C) explain the storyline;	Animation	Unit 4: Digital 2D Animation and Rotoscopy	Lesson: 6
(D) summarize subject matter; and	Animation	Unit 4: Digital 2D Animation and Rotoscopy	Lesson: 6
(E) discuss the use of sound.	Animation	Unit 4: Digital 2D Animation and Rotoscopy	Lesson: 6