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| **PROGRAM DESCRIPTION** | | |
| The **Digital Animation** instructional program prepares students to use computer applications and related visual and sound imaging techniques to create animations and other visual effects for television, movies, video games, and other media. Students who successfully complete the **Digital Animation** program’s coherent sequence of instruction will develop an in-depth understanding of 2D and 3D image capture, creation, and manipulation; audio and video recording and editing techniques; media management, distribution, and delivery; and specialized equipment operation and maintenance. **Digital Animation** students will explore the history and societal and economic impact of the animation industry and will examine legal and ethical considerations and business best practices unique to animation and related industries. Throughout the **Digital Animation** instructional program, students learn and practice valuable real-world skills using industry standard 2D and 3D image creation and manipulation software, video editing software, and animation software to create professional-grade media products. | | |
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| The **Digital Animation** Career and Technical Education program is delivered as a coherent sequence of courses designed to offer students knowledge and skills that meet the needs of the workplace. The Professional Skills developed by business and industry leaders across Arizona are integrated throughout the program. **Digital Animation** students develop leadership, social, civic, and career skills through participation in one of the state-recognized Career and Technical Student Organizations, SkillsUSA or FBLA (Future Business Leaders of America). | | |
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| The **Digital Animation** instructional program prepares students for entry-level employment, further training, and/or postsecondary education for these and other occupations: 3D Animator, 3D Artist, Animation Director, Animation Producer, Animator, Creative Director, Film and Video Director, Film and Video Editor, Graphic Designer, Illustrator, Multimedia Artist, Video Game Designer, Visual Effects Artist, and Web Designer | | |
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| **INDUSTRY CRENDENTIALS** | | |
| Review the [**Current CTE Credential List**](https://live-az-ade.pantheonsite.io/sites/default/files/2024/07/Current-Credential-List.pdf) for approved A-F CCR and are CTED eligible for the **Digital Animation** instructional program. | | |
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| **COHERENT SEQUENCE** | | |
| 10.0304.15 – Digital Animation I, **and** | | |
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| 10.0304.60 – Digital Animation II, **and program may elect to add:** | | |
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| 10.0304.65 – Digital Animation III, **or** | | |
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| 10.0304.68 – Digital Animation IV, **or** | | |
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| 10.0304.74 – Digital Animation – DCE (Diversified Cooperative Education) **or** | | |
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| 10.0304.82 – Digital Animation – Internship **or** | | |
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| 10.0304.88 – Digital Animation – Cooperative Education | | |
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| **TEACHER CERTIFICATION REQUIREMENTS**  The instructor must be ADE/CTE certified in one of the following Certificates: | |
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| **SCTIET** | Standard Career and Technical Education Industrial and Emerging Technologies |
| **SSCTEIET** | Standard Specialized Career and Technical Education Industrial and Emerging Technologies |
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| Note: | * + - * Digital Animation 10.0304.74 (DCE) requires a CTE Teacher to have the Cooperative Education Endorsement (CEN).       * Digital Animation 10.0304.82 (Internship) **does not** require a CTE Teacher to have a Cooperative Education Endorsement (CEN)       * Digital Animation 10.0304.88 (Cooperative Ed.) requires CTE Teacher to be appropriately certified for the program and to have a Cooperative Education Endorsement (CEN). |