

Blueprint for Instruction and Assessment

Digital Animation

10.0304.00



Domain	Related Standards	Instructional Time
Domain 1 Content Creation	<p>STANDARD 4.0 UTILIZE TECHNOLOGY TO MANAGE PRINCIPLES, ACTIVITIES, AND TRENDS IN DIGITAL ANIMATION</p> <p>STANDARD 6.0 IMPLEMENT PLANS FOR THE CREATION OF CONTENT USING MODELING, TEXTURING, AND LIGHTING TECHNIQUES</p> <p>STANDARD 7.0 IMPLEMENT PLANS FOR THE CREATION AND DELIVERY OF CONTENT USING VARIOUS RIGGING AND ANIMATION TECHNIQUES AS WELL AS DYNAMIC SIMULATION AND RENDERING</p>	50 - 60%
Domain 2 Pre-Production and Basic Principles	<p>STANDARD 5.0 ENGAGE IN PRE-PRODUCTION/PLANNING PHASE OF CONTENT CREATION IN DIGITAL ANIMATION</p>	15 - 20 %
Domain 3 Post-Production and Distribution	<p>STANDARD 8.0 PERFORM TASKS IN POST-PRODUCTION PHASE OF REFINEMENT IN DIGITAL ANIMATION</p> <p>STANDARD 9.0 DELIVER/DISTRIBUTE CONTENT USING VARIOUS MEDIA IN ACCORDANCE WITH CLIENT EXPECTATIONS IN DIGITAL ANIMATION</p>	15 - 20 %
Domain 4 Presentation and Critique	<p>STANDARD 10.0 MONITOR QUALITY ASSURANCE OF CONTENT CREATION CONCURRENT WITH ALL PHASES OF PRODUCTION IN DIGITAL ANIMATION</p> <p>STANDARD 11.0 PRESENT TO SELECTED AUDIENCE(S) USING DIGITAL ANIMATION</p>	5 - 10 %
Domain 5 Business and Industry	<p>STANDARD 1.0 ANALYZE THE COMMUNICATION MEDIA TECHNOLOGIES INDUSTRY, ITS BUSINESS PRACTICES, AND ITS ROLE IN THE ECONOMY</p> <p>STANDARD 2.0 INVESTIGATE INTELLECTUAL PROPERTY (IP) LAW AND RIGHTS MANAGEMENT</p> <p>STANDARD 3.0 DEMONSTRATE CLIENT/SERVICE PROVIDER PRACTICES APPROPRIATE TO DIGITAL ANIMATION</p>	5 - 10 %

Content domains are bodies of knowledge, skills, or abilities to be taught or assessed. They illustrate the relationship among technical standards, instructional time, and student success on the Technical Skills Assessment. This blueprint corresponds with the technical standards endorsed on July 13, 2020.