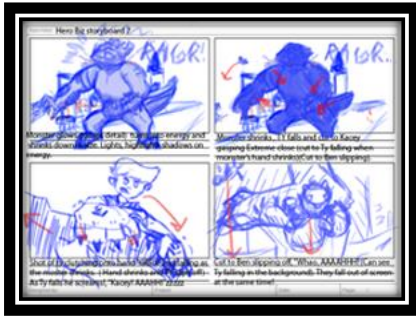


Practicum in Animation



Prerequisite: Animation II

Course: 1898CA/1898CB **Credits:** 2 **Length:** 36 weeks **Placement:** 11-12

Course Description

Students will have the opportunity to express their creativity and technical skills in this course through independent projects. Having learned the basics of animation, students will be able to define their special interest using 2D and or 3D animation. A final digital portfolio is required of each student as a means of helping the student gain employment in an internship requiring these creative and specific skills in the work place. Real world employment skills and professionalism is demonstrated and taught in the classroom, as these are the expectation in the work place.

Student Activities

Students will apply a sequence of knowledge and application they have acquired from previous classes. They will create and maintain a digital portfolio demonstrating completed animations and examples of graphics they have created using applications such as Adobe Photoshop and Adobe Illustrator. Students will research topics of interest and create scripts, plot elements, and storyboards that will support a story, concept, or passion for a specific topic and audience that they will animate. This project will be used for presentation to a panel of teachers and advisors from businesses in related fields who provide positive feedback, giving students a sense of professionalism from outside business sources. Students meet regularly as a team, and establish strategies and objectives they find useful to help and assist each other throughout their creative process and project.

Additional Considerations

If seeking certification, curriculum cannot be modified.
Students must provide their own transportation and complete independent internship.

Competitions

