

CFISD Animation II

Scope and Sequence

Course Description:

This course provides students the opportunity to expand upon the animation knowledge and skills mastered in the first animation course. A variety of advanced techniques will be explored, including orthographic and isometric drawing, framing, lighting, exaggeration, additive color, layers, and transitions. Products will be created utilizing industry-recognized technologies. (2 credits)

- Grades 11-12
- Required prerequisite: Animation I
- Satisfies advanced course requirement for Business & Industry endorsement
- Lab supplies or fee may be required

TEKS

Cluster: Arts, A/V Technology and Communication & Information Technology

Endorsement: Business & Industry

- Meets advanced course requirement (Y/N): Y
- Meets foundation requirement for math, science, fine arts, English, LOTE (Y/N-area): N

Industry Certification/Credentials: Autodesk Maya

Instructional Units	Pacing
1st Semester	
<ul style="list-style-type: none"> • Cubies • Copyright/Ethics Overview • Maya Interface • Polygon vs NURBS • Basic Maya Tools • Basic Materials • Basic Polygon Modeling (Extruding, Image Planes, Mirror modeling) • Lighting, Cameras, and Rendering • Procedural Textures vs Image Maps • Room Project (Basic Polygon Modeling) 	1st grading pd
<ul style="list-style-type: none"> • UV unwrapping and UV editing • Basic Photoshop tools • Specular, and Bump Mapping • Unity • Character Modeling (Modeling ourselves) • Body Modeling low poly • Head Modeling low poly 	2nd grading pd

Revised for Fall 2023

2 nd Semester	
<ul style="list-style-type: none">• 3D Animation Career Research Project• Shape Keys & lip sync• Keyframes & Ball Bounce• Principles of Animation Review• Graph Editor & Dope Sheet• Parent/Child• Crane Project• Rigging & Skinning• Fish Tank	3rd grading pd
<ul style="list-style-type: none">• Learning the Lowman Rig• Walk cycle & Animating rigs• Animating a Dance• Storyboarding• Collaboration animation with storyboards• Lip Sync Review• FK vs IK Rigging• Model , blend shapes, UV unwrap, Texture, Rig, & Skin a Minion• Designing own Character• Certification Practice• Certification Test• Putting together your Portfolio	4 th grading pd

Primary Instructional Materials:

Pluralsight-online tutorial