

Digital Design & Communications Academy

ANIMATION PATHWAY (111)

Course Type	Course Code	Course Title	Course Description	Post Secondary Connection
Introductory Course	IS707/708	Arts for Entertainment	This course provides an introduction to the commercial application of design principles to communicate on a two-dimensional plane. Students will create, manipulate, and analyze artistic elements and media used to express feelings and communicate ideas. Students will study the historical and cultural development of two-dimensional arts and its impact as a communications tool. Students will become familiar with current practices and applications including computer design and career focused traditional arts disciplines.	A-G Approved
Concentrator	IS711/712	Art of Animation	Art of Animation is a hands-on course that teaches students basic animation concepts in preparation for the second animation class (Animation Filmmaking). Students will learn animation-specific vocabulary, the 12 Basic Principles of Animation, and the Basics of 3D Animation. By the end of the year students will have created a series of animated tests and a short 3D animation to demonstrate their understanding of the content.	A-G Approved
Capstone Course	IS713/714	Animation Filmmaking	Animation Filmmaking is a career-oriented class designed to simulate how an animation studio works. Students will take on different roles in the animation industry to create an animated film as a class. The class works together to make executive decisions on the class project, produce and present their film at the end of the school year	A-G Approved