



The Animation Pathway blends creative storytelling and traditional drawing with technology to encourage experimentation in form, content, and medium.

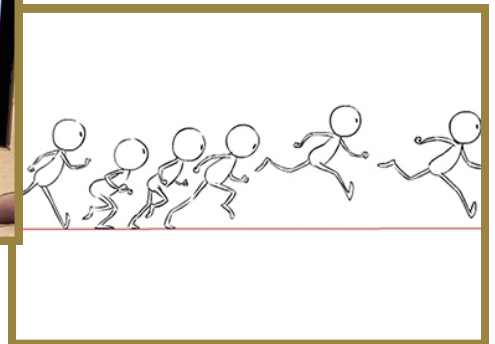
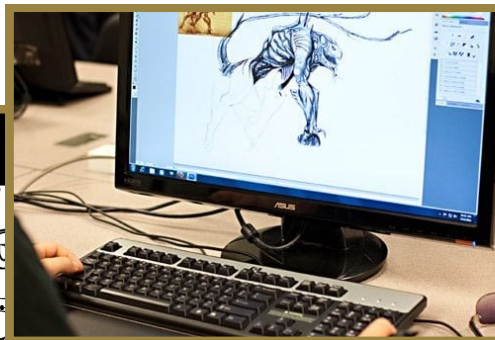
Students learn basic animation concepts, which includes various artistic and technical disciplines such as modeling and texturing, character rigging, composition, and scripting, as well as character movement and acting.

In addition, students explore a variety of animation careers while learning skills that prepare students for new and emerging fields.

To sign up for the Animation Pathway, contact your Canyon counselor today!

“If you have the willingness to try designing Art and the willingness to learn about the process of Art then this course is for you.”

Mr. Jose Reyes
Graphic Design & Animation Teacher

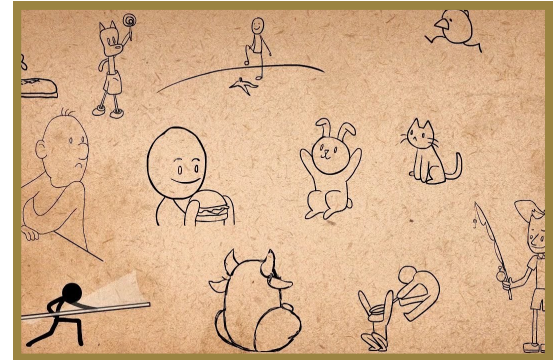


For more information, visit www.canyonhighschool.org or contact your counselor.



Sample Four-Year Plan

The table below represents a sample four-year plan sequencing the required classes to be an Animation Pathway completer. Students must complete a level 02 & 03 course to be a pathway completer and earn a tassel to wear at graduation. Students should work closely with their counselors to incorporate appropriate honors, IB and AP, courses as well as other graduation and A-G required courses.



Course Type	9th Grade	10th Grade	11th Grade	12th Grade
Animation	Career Focus Arts, Media & Entertainment (01)	Art of Animation I (02)	Art of Animation II (03)	Professional Internship (03)
A-G Approval		F (Visual & Performing Art)	F (Visual & Performing Art)	

Animation Pathway Course Descriptions:

Career Focus Arts, Media & Entertainment (01): This course explores careers in the Arts, Media and Entertainment industries, including in-depth focus and hands-on practical experiences in the areas of Graphics & Design, Digital Photography, Animation, Video/Media, Performing Arts, and Production.

Art of Animation I UC-F (02): Students learn the basics of animation. Students learn how to plot, script, storyboard, present, and create animations using the principles of animation and basic techniques, including staging, timing, mechanics and kinetics. Drawing skills, life drawing, storytelling, mechanics of motion, and animation camera techniques will be an integral part of the course.

Art of Animation II UC-F (03): This course broadens and refines the skills and techniques presented in The Art of Animation I. Furthermore, students explore advanced computer animation, production, and performance skills.

Professional Internship (03): Allows students to apply academic knowledge and demonstrate technical 21st-century skills in a workplace setting. Students will prepare job readiness documents and will interview at an assigned site before interning with a local Canyon Business Partner.