# Animation Course No. 10210 Credit: 1.0

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| --- | --- | --- | --- |
| **Student name:** |  | **Graduation Date:** |  |

Pathways and CIP Codes:Web & Digital Communications (11.1004)

Course Description: **Technical Level:** This course emphasizes the development of digitally generated and/or computer-enhanced media, including 2D and 3D spatial elements, graphic representation, management of movement, environmental representation [including texture, color, value, form, line, and space], recording media, and distribution tools and methodologies. Instruction provides venue for such sophisticated, programming sequences and methodologies as are integrated into actions of the characters creating new behaviors. Coursework should represent objectives reflective of the locally adopted process. Those listed below are example/foundational.

Directions:The following competencies are required for full approval of this course. Check the appropriate number to indicate the level of competency reached for learner evaluation.

**RATING SCALE:**

4. Exemplary Achievement: Student possesses outstanding knowledge, skills or professional attitude.

3. Proficient Achievement:Student demonstrates good knowledge, skills or professional attitude. Requires limited supervision.

2. Limited Achievement:Student demonstrates fragmented knowledge, skills or professional attitude. Requires close supervision.

1. Inadequate Achievement:Student lacks knowledge, skills or professional attitude.

0. No Instruction/Training:Student has not received instruction or training in this area.

## Benchmark 1: Vector Illustration

### Competencies

| **#** | **DESCRIPTION** | **RATING** |
| --- | --- | --- |
| 1.1 | Creating vector paths with the pencil tool and/or pen tool. |  |
| 1.2 | Editing vector paths Adjusting anchor points Adding and removing anchor points |  |
| 1.3 | Using mask layers |  |

## Benchmark 2: Advanced Animation Techniques

### Competencies

| **#** | **DESCRIPTION** | **RATING** |
| --- | --- | --- |
| 2.1 | Inverse kinematics |  |

## Benchmark 3: Animating shapes using the Bone tool

### Competencies

| **#** | **DESCRIPTION** | **RATING** |
| --- | --- | --- |
| 3.1 | Shape tweens and animated masks, creating a shape-tween animation and adding shape hints & a mask. |  |
| 3.2 | Filter animation |  |

## Benchmark 4: Animating a filter and other effects.

### Competencies

| **#** | **DESCRIPTION** | **RATING** |
| --- | --- | --- |
| 4.1 | Motion editing using the Motion Editor and reusing an animation as a motion preset. |  |

## Benchmark 5: ActionScript Animation

### Competencies

| **#** | **DESCRIPTION** | **RATING** |
| --- | --- | --- |
| 5.1 | Programming Principles: Discussing behaviors & scripting while exploring a scripted application, preparing symbol instances, reading instance property values, and storing values by using variables. |  |
| 5.2 | Event listeners and event handlers: Implementing continuous motion, controlling speed with a variable, and stopping motion when a condition is met. |  |

## Benchmark 6: Making a clip move when clicked.

### Competencies

| **#** | **DESCRIPTION** | **RATING** |
| --- | --- | --- |
| 6.1 | Creating modular code |  |
| 6.2 | Special Classes: creating a document class, extending the Movie Clip class, and associating a custom class with an object. |  |
| 6.3 | Using the Debugger |  |

## Benchmark 7: Interactive Techniques

### Competencies

| **#** | **Description** | **RATING** |
| --- | --- | --- |
| 7.1 | Adding audio. |  |
| 7.2 | Adding a hyperlink |  |
| 7.3 | Loading text from an external file. |  |

## Benchmark 8: Video

### Competencies

| **#** | **Description** | **RATING** |
| --- | --- | --- |
| 8.1 | Video basics: discussing video encoding and converting DV content. |  |
| 8.2 | Embedding video and importing video. |  |

I certify that the student has received training in the areas indicated.

Instructor Signature:

For more information, contact:

CTE Pathways Help Desk

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[pathwayshelpdesk@ksde.org](mailto:pathwayshelpdesk@ksde.org)



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