



//3D Animation & Visual Effects

	Animator (2D/Character Illustration)	Special Effects Technician	3D Animator	3D Modeler	Motion Graphics Artist
Employability Skills	3	3	4	4	4
Demonstrates Employability Skills necessary for successful entry into a career or college. This includes Soft Skills, Customer Service, Academic, Problem-Solving, Certifications					
Planning	3	3	4	4	4
Identifies, produces and organizes appropriate content to support and manage 3D projects. This includes Audience, Storyboards, Shots, Animatics, Project Requirements, Scope, Scripts					
Managing	3	3	4	4	4
Prioritizes and utilizes resources and techniques to support 3D projects. This includes Gathering assets, time mgmt, naming conventions					
Ethics	3	3	3	3	4
Scrutinizes methods and ethical practices to maintain compliance for legal operations. This includes intellectual property, compliance, licensing, legal issues, copyright, digital citizenship					
Production Standards - Graphics	3	3	3	3	4
Adopts habits to support industry-standard graphic design requirements and solve challenges. These standards can be applied to real-world unpredictable situations and include: Illustrations, 2D Animations, texturing, filters, adjustments, selections, masking, format and delivery output, and preparation and/or finishing of graphics for modeling, animation, and special effects.					
Production Standards--Modeling				4	
Adopts habits to support industry-standard modeling requirements and solve 3D Modeling challenges. These standards can be applied to real-world unpredictable situations and include: Model requirements, complexity, media format and delivery output, and preparation of geometry for sculpting.					
Modeling Techniques				4	
Adopts modeling techniques to support industry-standards and solve 3D Modeling challenges. These techniques can be applied to real-world unpredictable situations and include: Create polygon models, subdivision surface models, NURBS models, conversion to/from polygon, subdivision, and NURBS; normals, topology, modifiers					
Modifiers				4	
Utilizes appropriate modifiers to achieve project goals. This includes: Deformation, Animation, etc.					
Surface Texture Techniques				4	



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Applies surface material and techniques to models. This includes: texturing, UVs--layout, unwrapping, manipulating; create/assign textures to polygons; materials, mental ray					
Scene Composition	2	2	4	4	4
Combines resources and techniques to support scenes. This includes: Layout, dressing, lighting, camera angles and techniques, rendering a turntable view, etc.					
Sculpting				4	
Adopt habits and techniques to support industry standards for sculpting. These techniques can be applied to real-world unpredictable situations and include: Symmetry, asymmetry, additive/subtractive sculpting/ creating/using alphas, adding new geometry; brushes; move/reposition mesh; polygon management based on hardware, scene mgmt of multiple pieces of geometry, topology flow and manipulation, exporting					
Evaluation	3	3	4	4	4
Critiques/analyzes completed project to determine if it accomplishes objective.					
Rigging			4		3
Adopts habits and techniques to support industry standards for rigging. These techniques can be applied to real-world unpredictable situations and include: Set-Driven Keys, relationships; constraints; bones/joints; binding; Character, facial, inanimate objects, deformers, expressions, scripting, caching, etc.					
Camera Orientation	2	2	3	2	4
Analyze and select suitable techniques for camera orientation to fulfill project goals. This includes: Placement, FOV techniques; movements; match-moving, etc.					
Animation Techniques			4		4
Adopt habits and techniques to support industry standards for animation. This includes: Keyframing & manipulation; curve editor & types, paths, non-linear, facial, to sound, expressions/scripts, timeline controls; deformers, blend shapes, frame rate, inanimate objects, layers, characters, body mechanics in relation to characters, etc.					
Motion Capture			4	2	4
Adopts industry-recognized habits and techniques to support data acquired through motion capture. These techniques can be applied to real-world unpredictable situations and include: Capturing data, using data, cleaning data, re-targeting data, etc.					
Animation Fundamentals	2	2	4	2	4



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Evaluates and utilizes industry standards for animation. This includes: Principles, cycles, etc.					
Dynamics & Special FX			4		4
Employs industry-recognized techniques for incorporating dynamics and special effects into projects. These techniques can be applied to real-world unpredictable situations and include: Particles, Rigid bodies, soft bodies, etc.					
Sound	2	2	3	2	4
Adopt habits and techniques for blending audio with animations. This includes: Formats, syncing, etc.					
Production Standards--Motion Graphics	2	2	2	2	4
Adopt habits to support industry-standards for motion graphics. This includes: Requirements, complexity, media & file formats and delivery output, interlacing, progressive scans, motion graphics--action/title safe, colors, etc.					
Motion Design Techniques	2	2	2	2	4
Adopts motion design techniques to support industry-standards. These techniques can be applied to real-world unpredictable situations and include: Color, typography, layout & animate according to storyboard, layering to achieve depth, blend modes, alpha channels, masks, principles of animation, channels & apps, Z depth, masks & mattes, motion blur, compositing, etc.					
Effects	3	3	3	3	4
Utilizes appropriate techniques and effects to support projects according to industry standards. This includes: Color correction, modification effects, keying, etc.					
Rendering	2	2	3	3	3
Evaluates and selects appropriate rendering techniques to support projects. This includes: Settings, formats, etc.					
Advanced employability skills	3	3	4	4	4
Demonstrates Advanced Employability Skills necessary for successful entry into a career or college. This includes: Independent Judgment/Creativity and Innovation/Troubleshooting/Decision making/participation in forums/lifelong learner, etc.					
Finishing	2	2	3	3	4
Evaluates and selects appropriate finishing techniques to support projects. This includes: Lighting, texturing, shadows, transparency, etc.					
Collaboration/Teamwork	4	4	4	4	4
Use digital media environments to communicate and work collaboratively to support individual learning and contribute to others.					