//3D Animation & Visual Effects	Professional Enhancement	Visual Illustration Tools	Digital Animation	Applied Principles of Animation	Motion Graphics & Visual FX	3D Modeling Tech.	Enhanced 3D Modeling	3D Animation	Dynamics & Special FX for Motion Graphics	Creative Design & Digital Mktg	Non-Linear Editing for Motion Graphics
Employability Skills	4									3	3
Demonstrates Employability Skills necessary for successful entry into a career or college. This includes Soft Skills, Customer Service, Academic, Problem-Solving, Certifications											
Planning		2	2	2	3	4	4	4	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		2	2	2	3	4	4	4	4	4	4
Prioritizes and utilizes resources and techniques to support 3D projects. This includes Gathering assets, time mgmt, naming conventions											
Ethics		2	2	2	3	4	4	4	4	4	4
Scrutinizes methods and ethical practices to maintain compliance for legal operations. This includes intellectual property, compliance, licensing, legal issues, copyright, digital citizenship											

//3D Animation & Visual Effects	Professional Enhancement	Visual Illustration Tools	Digital Animation	Applied Principles of Animation	Motion Graphics & Visual FX	3D Modeling Tech.	Enhanced 3D Modeling	3D Animation	Dynamics & Special FX for Motion Graphics	Creative Design & Digital Mktg	Non-Linear Editing for Motion Graphics
Production Standards - Graphics		3	3	3	3	3	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.											

//3D Animation & Visual Effects	Professional Enhancement	Visual Illustration Tools	Digital Animation	Applied Principles of Animation	Motion Graphics & Visual FX	3D Modeling Tech.	Enhanced 3D Modeling	3D Animation	Dynamics & Special FX for Motion Graphics	Creative Design & Digital Mktg	Non-Linear Editing for Motion Graphics
Production Standards--Modeling						3	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 scultping.											
Modeling Techniques						3	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						3	4				
Utilizes appropriate modifiers to achieve project goals. This includes: Deformation, Animation, etc.											

//3D Animation & Visual Effects	Professional Enhancement	Visual Illustration Tools	Digital Animation	Applied Principles of Animation	Motion Graphics & Visual FX	3D Modeling Tech.	Enhanced 3D Modeling	3D Animation	Dynamics & Special FX for Motion Graphics	Creative Design & Digital Mktg	Non-Linear Editing for Motion Graphics
Surface Texture Techniques						3	4				
Applies surface material and techniques to models. This includes: texturing, UVs--layout, unwrapping, manipulating; create/assign textures to polygons; materials, mental ray											
Scene Composition						3	4	3	3	3	3
Combines resources and techniques to support scenes. This includes: Layout, dressing, lighting, camera angles and techniques, rendering a turntable view, etc.											

//3D Animation & Visual Effects	Professional Enhancement	Visual Illustration Tools	Digital Animation	Applied Principles of Animation	Motion Graphics & Visual FX	3D Modeling Tech.	Enhanced 3D Modeling	3D Animation	Dynamics & Special FX for Motion Graphics	Creative Design & Digital Mktg	Non-Linear Editing for Motion Graphics
Sculpting						3	4				
Adopts 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		2	2	2	3	4	4	4	4	4	4
Critiques/analyzes completed project to determine if it accomplishes objective.											
Rigging								3			
Adopts habits and techniques to support industy 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.											

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Camera Orientation								2	2	2	3
Analyze and select suitable techniques for camera orientation to fulfill project goals. This includes: Placement, FOV techniques; movements; match-moving, etc.											
Animation Techniques			2	2	2			3	3		3
Adopts 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					2			3			
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	3			4	4		4

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Evaluates and utilizes industry standards for animation. This includes: Principles, cycles, etc.											
Dynamics & Special FX								2	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.											

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Sound					2			2	2		4
Adopts habits and techniques for blending audio with animations. This includes: Formats, syncing, etc.											
Production Standards--Motion Graphics					2						4
Adopts 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			2	2	3	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.											

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Effects			2	2	3			3	4		4
Utilizes appropriate techniques and effects to support projects according to industry standards. This includes: Color correction, modification effects, keying, etc.											
Rendering				2		3	3	3	4		4
Evaluates and selects appropriate rendering techniques to support projects. This includes: Settings, formats, etc.											
Advanced employability skills	4	2	2	2	2	2	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	2	2	3	4	3	3	3	3
Evaluates and selects appropriate finishing techniques to support projects. This includes: Lighting, texturing, shadows, transparency, etc.											
Collaboration/Teamwork	4	2	2	2	2	2	2	2	2	4	4

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Uses digital media environments to communicate and work collaboratively to support individual learning and contribute to others.											

//3D Animation & Visual Effects	Advanced Motion Graphics & Digital Compositing
Employability Skills	
Demonstrates Employability Skills necessary for successful entry into a career or college. This includes Soft Skills, Customer Service, Academic, Problem-Solving, Certifications	
Planning	4
Identifies, produces and organizes appropriate content to support and manage 3D projects. This includes Audience, Storyboards, Shots, Animatics, Project Requirements, Scope, Scripts	
Managing	4
Prioritizes and utilizes resources and techniques to support 3D projects. This includes Gathering assets, time mgmt, naming conventions	
Ethics	4
Scrutinizes methods and ethical practices to maintain compliance for legal operations. This includes intellectual property, compliance, licensing, legal issues, copyright, digital citizenship	

//3D Animation & Visual Effects	Advanced Motion Graphics & Digital Compositing
Production Standards - Graphics	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.	

//3D Animation & Visual Effects	Advanced Motion Graphics & Digital Compositing
Production Standards--Modeling	
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 scultping.	
Modeling Techniques	
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	
Utilizes appropriate modifiers to achieve project goals. This includes: Deformation, Animation, etc.	

//3D Animation & Visual Effects	Advanced Motion Graphics & Digital Compositing
Surface Texture Techniques	
Applies surface material and techniques to models. This includes: texturing, UVs--layout, unwrapping, manipulating; create/assign textures to polygons; materials, mental ray	
Scene Composition	4
Combines resources and techniques to support scenes. This includes: Layout, dressing, lighting, camera angles and techniques, rendering a turntable view, etc.	

//3D Animation & Visual Effects	Advanced Motion Graphics & Digital Compositing
Sculpting	
Adopts 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	4
Critiques/analyzes completed project to determine if it accomplishes objective.	
Rigging	
Adopts habits and techniques to support industy 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.	

//3D Animation & Visual Effects	Advanced Motion Graphics & Digital Compositing
Camera Orientation	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
Adopts 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
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	4

//3D Animation & Visual Effects	Advanced Motion Graphics & Digital Compositing
Evaluates and utilizes industry standards for animation. This includes: Principles, cycles, etc.	
Dynamics & Special FX	
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.	

//3D Animation & Visual Effects	Advanced Motion Graphics & Digital Compositing
Sound	4
Adopts habits and techniques for blending audio with animations. This includes: Formats, syncing, etc.	
Production Standards--Motion Graphics	4
Adopts 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	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.	

//3D Animation & Visual Effects	Advanced Motion Graphics & Digital Compositing
Effects	4
Utilizes appropriate techniques and effects to support projects according to industry standards. This includes: Color correction, modification effects, keying, etc.	
Rendering	4
Evaluates and selects appropriate rendering techniques to support projects. This includes: Settings, formats, etc.	
Advanced employability skills	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	4
Evaluates and selects appropriate finishing techniques to support projects. This includes: Lighting, texturing, shadows, transparency, etc.	
Collaboration/Teamwork	3

//3D Animation & Visual Effects	Advanced Motion Graphics & Digital Compositing
Uses digital media environments to communicate and work collaboratively to support individual learning and contribute to others.	