Academy for the Arts, Science, and Technology
Web and Digital Communications 1 and 2

Course Description:

The Web and "Digital Communications" major is designed for students with a desire to pursue careers such as, Photo Editor, Graphic Artist, Web Page Developer, Webmaster, Illustrator, 3D Animator, and Multimedia Specialist. Students will gain knowledge through Adobe Creative Suite 5 design programs such as Photoshop, Dreamweaver, Flash, and Illustrator. Students will have the opportunity to participate in local, regional, and national projects and contests as well as local shadowing and internship experiences. Through an articulation agreement with Horry Georgetown Technical College students have the opportunity to earn nine credit hours toward a Digital Arts degree.

Junior Year
Image Editing 1
Web Page Design & Development 1
Foundations of Animation

Senior Year
Image Editing 2
Web Page Design & Development 2
Internship – Work Based Credit

Juniors

All juniors will participate in job shadowing/career experiences for the purpose of experiencing real world application of their education along with focusing on the 21st Century Skills and Common Core Anchor Standards to help them realize the importance that these competencies and skills have in the business and professional world. Juniors will blog weekly about the skills they learn, along with reflecting on the many experiences offered to them through the major. All juniors will complete a minimum of 20 service learning hours first semester.

Seniors

All seniors are required to complete a senior exhibition of mastery portfolio in order to receive course credit. Students will spend a great deal of time researching, and producing a portfolio centered on specific areas of Digital Communications that interests them. Seniors will blog weekly about the progress and development of their senior project. All seniors are required to complete an internship with a local business for credit. A minimum of 60 hours is required on the job. Another 60 hours will be completed through career research, field experiences, guest speakers, and college visits.

Other Opportunities:
Students can participate on the Digital Communications Advisory Board, along with professionals, alumni, and parents. Students will have the opportunity to join the local professionals group, American Advertising Federation-Coastal Carolinas. If not interested in joining the organization they can still participate in the monthly Lunch & Learn meetings held on the third Thursday of each month. Through the AAF-CC organization, students will have the opportunity to enter the local ADDY awards.

Through out the school year students will have the opportunity to enter art shows, technology fairs, poster contests, design contests, photography contests, etc.

School-wide activities that all Digital students will participate in:

Summer reading activities, summer projects related to the major, writing weekly learning logs, reading book clubs, research papers, technical reading related to the major, keeping a competency notebook, working on 21st Century Skills and Common Core Anchor Standards, along with self learning.

The following standards have been organized from South Carolina standards for Image Editing 1 and 2, Web Page Development 1 and 2, and Foundations of Animation. As the field of Digital Communications is constantly changing, so will these standards from year to year. Included within this curriculum are school wide expectations and projects that directly relate to this major. This is a two-year program that allows students to continue working on all standards both years.

Some of the following standards will be repetitive as some are important to each of the individual courses that make up the Digital Communications major.

Standards specific to AAST/DC Expectations:

Standard 1: To review/demonstrate the proficient use of the computer as a learning tool.

Essential Skills:
1. Follow proper log on, log off and shut down procedures.
2. Access and use available software properly.
3. Work with files, folders and storage devices efficiently.

4. Effectively use print options and available printers.
5. Use the keyboard and mouse to navigate the system and application software available.
6. Work with multiple applications simultaneously.
7. Access and use self-help resources.
8. Create backups of critical data on student H Drive, CD ROM, and Jump Drive.

Standard 2: To review/demonstrate the proficient use of word processing software as needed to complete school wide and major specific requirements.

Essential Skills:
1. Create, proofread, preview and print documents.
2. Identify and use menu commands, tool bars, templates, etc.
3. Perform text-editing tasks (insert, delete, copy, paste, grammar & spelling check, etc.)
4. Perform basic and advanced formatting tasks (set tabs, customize tabs, use bullets, numbering, borders, shading, etc.)
5. Perform page-editing tasks (insert breaks, page numbers, headers, footers, margins, etc.)
6. Use and format graphics, columns, tables, etc.
7. Demonstrate proper MLA format for research papers.

Standard 3: To demonstrate proficient use of multimedia/presentation software as a presentation tool.

Essential Skills:
1. Determine the appropriate type of multimedia presentation based upon purpose, intended audience, life of the presentation, and equipment availability.
2. Outline information to be shared in presentations.
3. Plan presentations using a storyboard.
4. Create visually attractive presentations using outlined text, charts, tables, graphics, audio, and video components.
5. Deliver presentations using professional standards and techniques.
6. Deliver presentations using appropriate eye contact, posture, gestures, and volume without reading from presentation
7. Use rubrics to evaluate your own and the presentations of others.

Standard 4: Career Exploration Component (Job Shadowing & Internship experiences)

Essential Skills:
1. Identify careers in the field of Digital Communications.
2. Complete a planning guide that will include shadowing careers for 2 – 4 days, observing Senior Exhibitions and/or visiting a college.
3. Complete an interview of your employer(s) during shadowing.
4. Have a student evaluation form completed by employer(s).
5. Write an essay discussing the careers you have chosen using both formal research and personal observation from your shadowing experience(s). (Minimum of 3 pages, using a minimum of 3 sources)
6. Prepare a chart or table comparing future education options of the career(s) chosen.
7. Student will present orally all research, observations, experiences, etc. to his/her class. (3 – 5 minutes)
8. Explain the purpose of portfolios and how to select the pieces to include in the portfolio.
9. Create a resume and generic letter of application for a career portfolio.
10. Assemble a career portfolio of a variety of printed documents produced in Digital Communications.

Standard 5: To create a design portfolio and an online portfolio to help with internship, college, and/or career entrance.

Essential Skills:
1. Complete a portfolio of 12 – 15 professional pieces. (book form and online)
2. Complete a book of sketches.
3. Portfolios should include the following elements:
    a. Business card
    b. Resume
    c. 12 – 15 professionally executed pieces
    d. Samples of assigned design projects (2 – 4) online only
    e. Samples of work in progress (2 – 4) online only
    f. Samples of personal expression and creativity (4 – 6) online only

Standard 6: To demonstrate mastery of Digital Communications competencies through a Senior Exhibition of Mastery. (Year long project)

Essential Skills:

1. Prepare and present a proposal for a Senior Exhibition of Mastery project, which includes: a description of the project, the rationale, a timeline and the competencies addressed; to a panel of teachers.
2. Write learning logs throughout the school year that document/describe the time you spend on research, interviews, telephone calls, draft writing, and product development.
3. Complete an annotated bibliography of at least 10 entries. Write a five (5) page iSearch paper that uses at least five (5) different sources, which reflect a variety of primary and secondary sources, using the MLA style with internal citations and a works cited page.
4. Complete the products to include a portfolio with sketchbook, business card and resume.
5. Complete a competencies verification report.
6. Create and send invitations to the professional(s) and other people who will serve on your panel for the final oral presentation.
7. Create and deliver the presentation packets to your panel two (2) weeks before the presentation date.
8. Prepare all the visuals for your presentation, which should include a multimedia component as well as the product itself.
9. Practice the presentation several times.
10. Present the oral presentation on the scheduled day before the selected panel.
11. Write a reflection paper about the entire Senior Exhibition of Mastery. Tell about what was accomplished, any problems encountered, the lessons learned, things you would change, feelings you had during and after the project, etc.

Standard 7: To participate in an internship for the purpose of receiving broad instruction in workplace expectations and to master identified competencies related to an Digital Communications career. (Seniors)

Essential Skills:

1. Complete a minimum of 60 hours on the job
2. Complete a minimum of 60 hours through research, field experiences, guest speakers, and college visits
3. Write weekly blogs throughout the internship experience that document/describe the time you spend at the site.
4. Write an observation report about the interning experience
5. Evaluate the internship experience
6. Write a thank you letter to your supervisor

Standard 8: Safety and Ethics

Essential skills:

1. Identify major causes of work-related accidents in offices.
2. Describe the threat of viruses to a computer network, methods of avoiding attacks, and options in dealing with virus attacks.
3. Identify potential abuse and unethical uses of computers and networks.
4. Explain the consequences of illegal and unethical uses of information technologies, e.g., piracy; illegal downloading; copyright violations; licensing infringement; and inappropriate uses of software, hardware, and mobile devices.
5. Discuss negative social issues related to use of the Internet.
6. Differentiate between freeware, shareware, and public domain software copyrights.
7. Identify Internet etiquette.
8. Discuss computer crimes, terms of use, and legal issues such as copyright laws, fair use laws, and ethics pertaining to scanned and downloaded clip art images, photographs, documents, video, recorded sounds and music, trademarks, and other elements for use in Web publications.
9. Describe ethical practices in business professions.
10. Discuss the necessity of safeguarding the confidentiality of business-related information.

Standard 9: Student Organizations

Essential Skills:

1. Explain how related student organizations are integral parts of career and technology courses.
2. Explain the goals and objectives of related student organizations.
3. List opportunities available to students through participation in related student organization conferences and other activities.
4. Explain how participation in career and technology education student organizations can promote lifelong responsibility for community service and professional development.

Digital Communications Competencies

Image Editing I and II (Software: Photoshop, Illustrator, & InDesign)

Standard 1: Introducing Digital Imaging

Essential Skills:

1. Define terms related to digital imaging.
2. Identify digital imaging components.
3. Identify uses of digital imaging.
4. Define and adhere to appropriate copyright regulations and ethical computing standards.

Standard 2: Getting To Know the Work Area for Digital Imaging

Essential Skills:

1. Use the tools.
2. Enter values.
3. View images.
4. Demonstrate the ability to use palettes.
5. Use context menus.
6. Use online Help.

Standard 3: Correcting Photographs

Essential Skills:

1. Straighten and crop an image.
2. Adjust the tonal range.
3. Remove a color cast.
4. Replace colors in an image.
5. Adjust lightness with the dodge tool.
6. Adjust saturation with the sponge tool.
7. Apply the Unsharp Mask filter.
8. Save the image for four-color printing.

Standard 4: Working With Selections

Essential Skills:

1. Practice making selections.
2. Move selection contents
3. Select and use the magic wand tool.
4. Select and use the lasso tool.
5. Transform a selection.
6. Select with the magnetic lasso.
7. Combine the use of selection tools.
8. Crop an image and erase within a selection.

Standard 5: Creating Layers

Essential Skills:

1. Rearrange layers.
2. Edit text.
3. Flatten and save a file.
4. Create a layer set and add a layer.

Standard 6: Creating Masks and Channels

Essential Skills:

1. Create a quick mask.
2. Edit a quick mask.
3. Save a selection as a mask.
4. Edit a mask.
5. Load a mask as a selection and apply an adjustment.
6. Extract an image.
7. Apply a filter effect to a masked selection.
8. Create a gradient mask.
9. Apply effects using a gradient mask.

Standard 7: Retouching and Repairing

Essential Skills:

1. Repair areas of an image with the clone stamp tool.
2. Use the pattern stamp tool.
3. Use the healing brush and patch tool.
4. Retouch an image on a separate layer.

Standard 8: Painting and Editing

Essential Skills:

1. Define a custom workspace.
2. Blend an image with the background.
3. Change images with the history tools.
4. Use the pattern maker to create a picture frame.

Standard 9: Using Basic Pen Tool Techniques

The student will be able to:

1. Draw a straight path.
2. Draw a curved path.
3. Combine curved and straight path segments.
4. Edit anchor points.
5. Use paths with artwork.
6. Add layers to complete an effect.

Standard 10: Using Vector Masks, Paths, and Shapes

Essential Skills:

1. Demonstrate the ability to work with type.
2. Demonstrate the ability to work with defined custom shapes.

Standard 11: Using Advanced Layering Techniques

Essential Skills:

1. Create paths to clip a layer.
2. Create layer sets.
3. Create an adjustment layer.
4. Create a knockout gradient layer.
5. Import a layer from another file.
6. Apply layer styles.
7. Duplicate and clip a layer.
8. Liquify a layer.
9. Create a border layer.
10. Flatten a layered image.

Standard 12: Creating Special Effects

Essential Skills:

1. Hand color selections on a layer.
2. Change the color balance.
3. Apply filters effectively.

Standard 13: Preparing Images for Two-Color Printing

Essential Skills:

1. Use channels to change color to grayscale.
2. Assign values to the black and white points.
3. Sharpen the image.
4. Set up for spot color.
5. Create two-color Web graphics.

Standard 14: Optimizing Web Images and Image Maps

Essential Skills:

1. Optimize a JPEG image.
2. Optimize a GIF image.
3. Control dither.
4. Specify background transparency.
5. Create a dithered transparency.
6. Demonstrate the ability to use image maps.
7. Batch process file optimization.

Standard 15: Adding Interactive Slices and Rollovers

Essential Skills:

1. Optimize slices.
2. Create rollovers.
3. Save sliced images.

Standard 16: Creating Animated Images for the Web

Essential Skills:

1. Animate by hiding and showing layers.
2. Animate with layer opacity and position.
3. Use advanced layer features to create animations.

Standard 17: Producing and Printing Consistent Color

Essential Skills:

1. Specify color management settings.
2. Proof an image.
3. Identify out-of-gamut colors.
4. Adjust an image and print a proof.
5. Save an image as a separation.
6. Select print options.
7. Print a digital image.

Standard 18: Researching Careers in the Digital Imaging Industry

1. Identify careers in the digital imaging industry.
2. Identify education and training requirements for a career in digital imaging.
3. Use the Internet to research a career in digital imaging.
4. Create a multimedia presentation using the results of the career search.

Standard 19: Demonstrating Basic Drawing Skills and Media Exposure

Essential Skills:

1. Create line drawings.
2. Design compositions.
3. Render artwork using pencil.
4. Construct a color chart for color theory and harmony.
5. Create thumbnails and rough sketches.
6. Select typeface size, style, paragraph, and character attributes such as leading and kerning.
7. Prepare photos and artwork for reproduction.
8. Prepare compositional layout.
9. Prepare electronic proofs.
10. Identify various printing processes

Standard 20: Demonstrating Pre-Production Practices

Essential Skills:

1. Explain skills used and the importance of skills used when meeting with clients.
2. Demonstrate project management skills to estimate costs and establish a budget.
3. List practices used to schedule project workflow.
4. State the importance of obtaining approval/sign-off.
5. Demonstrate best practices in concept development.
6. Maintain an ongoing sketch book/notebook.
7. Write original copy and headlines.
8. Identify various forms and styles of typography.
9. Describe different types of brainstorming activities and how to manage them.
10. Explain color theory as it applies to design: additive, subtractive, CMYK, RGB, and Web safe.
11. Demonstrate appropriate use of space (positive vs. negative; size and proportion).
12. Define principles of design: line, shape, form, space, texture, value, and color.
13. Define elements of design: repetition, rhythm, variety, balance, emphasis, economy, and proportion.
14. Produce draft quality drawings, including thumbnail drawings and rough sketches.
15. Create storyboard.
16. Produce a comprehensive layout in full color.
17. Describe considerations necessary for both print and projection.
18. Develop, assemble, and maintain a personal portfolio for presentation.

Standard 21: Demonstrating Production Practices

Essential Skills:

1. List checks used to ensure proper execution of a production plan including time log.
2. Describe techniques used to monitor, review, and adjust production schedule as necessary to meet quality standards.
3. List criteria the professional should follow when making final adjustments.
4. Create original production pieces, meeting goals, timeline, and elements of style and design.
5. Demonstrate procedures to prepare work for presentation (mounting and craftsmanship and/or projection).
6. List criteria upon which to analyze and critique a product.
7. Implement and accept critique.

Standard 22: Creating A Document Layout Using Industry Standard Design Software

Essential Skills:

1. Define units of measure and proper uses of each.
2. Utilize units of measure (points, pixels, and/or inches).
3. Import copy from a word processing program into a page layout program and format text for print and/or projection.
4. Create multiple page documents using master pages and style sheets.
5. Determine appropriate size, resolution, and format, then place graphics into a document.
6. Perform saving to removable storage media.
7. Perform pre-flight operations for print separations with printer marks.
8. Understand and prepare pre-press printing files for both PMS spot color and CMYK process printing.
9. Save document in a variety of appropriate formats (native, Acrobat, and PostScript).
10. Explain the benefits of file extensions that are compatible with current software and appropriate for documents and their settings.

Standard 23: Creating Vector Images Using Current Industry-Standard Software

Essential Skills:

1. Define vector graphics.
2. Create a vector illustration using an electronic drawing program.
3. Set text into the artwork as a design element.
4. Set type on a path and within a shape.
5. Create outlines.
6. Use image creation tools, options, and pallets.
7. Select colors from color swatch libraries.
8. Apply patterns, gradients, meshes, and blends.
9. Apply layer management.
10. Apply proper settings when saving or exporting graphics.
11. Demonstrate proficiency in combining vector and raster images.
12. Import a raster image and trace over it using template and drawing layers.
13. Create basic shapes, triangles, boxes, circles, etc.
14. Draw using the pen tool.
15. Fill objects in an image using painting tools.
16. Transform objects by scaling and rotating.
17. Apply attributes, styles, and effects.
18. Assign, with design principles in mind, pantone colors, blends, gradients, and effects to create a unified vector image.

Web Page Design & Development I & II (Software: Text Edit, Dreamweaver)

Standard 1: Web Page Design

Essential Skills:

1. Define Web page terminology.
2. Identify basic uses of Web sites in business, industry, government, and education.
3. Evaluate existing Web sites using design criteria.
4. Determine the purpose and target audience of a Web page.
5. Locate resources, hypertext, and external links to incorporate in a Web page.
6. Plan a Web site.
7. Design a Web site.
8. Open a Web page using a browser.
9. Evaluate the source code of an existing web page.
10. Test the Web page using different browsers.

Standard 2: HTML

Essential Skills:

1. Define HTML standard codes.
2. Identify and use basic HTML tags.
3. Use HTML tags to produce a Web page using a text editor.
4. Insert graphic and sound files into a Web page.
5. Use HTML to create visual enhancements such as background color, effective use of space, font formats, styles, etc.
6. Create a simple web page.

Standard 3: Advanced HTML Tools

Essential Skills:

1. Define and state the purpose of advanced HTML tools such as tables, forms, frames, animation, cascading style sheets
2. Create and test an HTML document that displays two or more HTML files.
3. Create and test an HTML document that uses tables to organize and display information.
4. Create and test an HTML document that contains a form with text boxes, option buttons, and check boxes.
5. Test various programming options designed to accompany HTML (such as Common Gateway Interface [CGI], JAVA, JavaScript, Applets, XML, XHTML, ASP, and SQL).
6. Develop a Web-based resource directory of sites that instruct and support users of advanced HTML tools.
7. Analyze and modify HTML coding.

Standard 3: CSS

Essentials Skills:

1. Define CSS.
2. Identify the advantages of using CSS styles vs. HTML tags for formatting.
3. Differentiate between the three types of CSS styles external, embedded, inline.
4. List the three parts of CSS syntax: selector, property and value
5. Create a link in a HTML document to an external style sheet file
6. Create an external cascading style sheet that controls the formatting of the following properties and attributes: background, text, font, border, outline, margin, padding, list, and table.
7. Create an internal style sheet for a document that has a unique style
8. Apply an inline style attribute to a tag in a HTML document.

Standard 4: JAVASCRIPT

Essential Skills:

1. Define JavaScript.
2. Describe when the JavaScript is executed based on its placement within the document—in the head section vs. the body section of a Web page.
3. Locate JavaScript code that may be useful.
4. Insert JavaScript code using authoring tools.
5. Write text with JavaScript. Differentiate between JavaScript statement, code, blocks, comments, variables, operators, syntax.
6. List three types of operators and their uses.
7. Name four conditional statements and their uses.
8. Write JavaScript to create an alert box.
9. Write JavaScript to create a prompt box.
10. Write JavaScript event to submit an HTML form.
11. Write JavaScript to create a rollover.
12. Write JavaScript to create a photo gallery.
13. Write JavaScript to update the date stamp.

Standard 5: Implementing and Maintaining Web Pages

Essential Skills:

1. Define terminology associated with implementing and maintaining a Web page such as posting, hosting, uploading, Web server, Web server software, Hypertext Transfer Protocol (HTTP), Web designer, Webmaster, File Transfer Protocol (FTP), domain name, INterNIC, etc.
2. Explain the domain naming system.
3. Develop a plan for uploading a Web page.
4. Create a website implementing advanced coding tools.

5. Develop a plan for hosting a Web site.
6. Describe the tasks performed by a Web master to update the Web site.
7. Describe the tasks performed by a Web master to maintain the Web site.
8. Identify and describe the major features of an effective Web page tracking system.

Standard 6: Dreamweaver

Essential Skills:

1. **Understanding Adobe Dreamweaver:**
   a. Define Dreamweaver
   b. Identify elements of the Dreamweaver interface.
   c. Use the Insert bar.
   d. Use the Property inspector.
   e. Use the Assets panel.
   f. Use the Files panel.

2. **Adding Content:**
   a. Define a Dreamweaver site.
   b. Create, title, name, and save a web page.
   c. Follow a flowchart and storyboards to create web pages and a site map (site index) that maintain the planned website hierarchy
   d. Add text to a web page.
   e. Insert images and apply alternative text on a web page.
   f. Link web content, using hyperlinks, e-mail links, and named anchors.
   g. Insert rich media, such as video, sound, and animation in Flash format.
   h. Insert navigation bars, rollover images, and buttons created in Adobe Fireworks on a web page.
   i. Build image maps.
   j. Import tabular data to a web page.
   k. Import a Microsoft Word or Microsoft Excel document to a web page.
   l. Create forms.

3. **Organizing and modifying content**
   a. Set and modify document properties.
   b. Organize content by using tables.
   c. Organize web page layout with absolutely-positioned div tags and CSS styles.
   d. Organize Web page layout using frames and framesets.
   e. Modify text and text properties.
   f. Modify images and image properties.
   g. Modify Flash movies on a web page.
   h. Create web page templates.
   i. Use basic HTML tags to set up an HTML document, format text, add links, create tables, and build ordered and unordered lists.
   j. Add head content to make a web page visible to search engines.
   k. Use CSS to implement a reusable design.

4. **Evaluating and maintaining a site**
   a. Conduct basic technical tests.
   b. Identify techniques for basic usability tests.
   c. Present web pages to others (such as team members and clients) for feedback and evaluation.
   d. Identify methods for collecting site feedback.
   e. Manage assets, links, and files for a site.
   f. Publish and update site files to a remote server.

Standard 7: Advanced Web Development

Essential Skills:

1. Identify Multipurpose Internet Mail Extension (MIME) types.
2. Discuss Web site server security.
3. Describe Internet naming conventions (DNS).
4. Identify accessibility issues (browser, ADA, etc.).
5. Test and validate Web sites.
6. Set up a Web server. (OPTIONAL—depends on hardware availability).
7. Administer a Web server. (OPTIONAL—depends on hardware availability).

Foundations of Animation (Software: Flash)

Standard 1: Introducing Computer Animation

Essential Skills:

1. Define terms related to computer animation.
2. Identify computer animation components.
3. Identify uses of computer animation.
4. Define and adhere to appropriate copyright regulations and ethical computing standards.

Standard 2: Getting Started With Computer Animation

Essential Skills:

1. Open a document.
2. Set movie dimensions and movie properties.

Standard 3: Drawing

Essential Skills:

1. Create objects using drawing tools.
2. Edit drawings.
3. Work with objects.
4. Work with text.
5. Work with layers.
6. Create a gradient.
7. Transform an object.

Standard 4: Working With Symbols and Interactivity

Essential Skills:

1. Work with symbols and instances.
2. Work with libraries.
3. Create buttons.
4. Assign actions to buttons.

Standard 5: Creating Animations

Essential Skills:

1. Create frame animations.
2. Create motion-tweened animation.
3. Work with motion guides.
4. Create motion animation effects.
5. Animate text.

Standard 6: Creating Special Effects

Essential Skills:

1. Create shape tween animations.
2. Create a mask effect.
3. Add sound to an animation.
4. Add scenes to an animation.
5. Create a slide show presentation.

Standard 7: Preparing and Publishing Movies

Essential Skills:

1. Publish a movie.
2. Reduce file size to optimize a movie.
3. Use HTML Publish Settings.

Standard 8: Importing and Modifying Graphics

Essential Skills:

1. Demonstrate an understanding of importing graphics.
2. Break apart bitmaps and use bitmap fills.
3. Trace bitmap graphics.
4. Use imported graphics in a movie.

Standard 9: Building Complex Animations

Essential Skills:

1. Create an animated graphic symbol.
2. Create a movie clip symbol.
3. Animate buttons with movie clip symbols.

Standard 10: Using Basic Actionscript

Essential Skills:

1. Demonstrate the ability to work with actions.
2. Demonstrate the ability to work with targets and movie clip symbols.
3. Create interactive movie clip symbols.

Standard 11: Adding Sounds

Essential Skills:

1. Incorporate sound in to animations.
2. Edit and modify sounds.
3. Use ActionScripts with sounds

Standard 12: Publishing

Essential Skills:

1. Publish settings.
2. Export and image.
3. Add animated graphics to a Web Page.

Standard 13: Creating an Animation Presentation

Essential Skills:

1. Create a thematic animation using components of animation software.
2. Deliver the animation using professional standards and techniques.
3. Deliver the animation using appropriate media.
4. Use appropriate guidelines to evaluate animation presentations.

Standard 14: Researching Careers In Computer Animation

Essential Skills:

1. Identify careers in the computer animation industry.
2. Identify education and training requirements for a career in computer animation.
3. Use the Internet to research a career in computer animation.
4. Use MS Office to record and present the results of the career research on computer animation and careers in that industry.