

**Curriculum Map for: Computer Graphics and Animation, Scotia-Glenville Central High School Technology Education Dept.**

Prepared March 28, 2008 by Jim Hartlage

**Prerequisites:**

NYS mandated Middle School Technology Education or similar Middle School Technology Education experience.

**Scope:**

This is a one semester course with a focus on Computer Graphics and Animation. Content is provided through teacher demonstration, tutorials, and student exploration. Topics include Graphic Design, Photo Editing, MIDI/Digital Sequencing, Frame Animation, 3-D Rendering, Computer Animation, Digital Video, and Web Page Development.

**Assessment:**

Students will use a wide variety of software and digital tools to complete computer based projects in the following areas:

- Graphic Design
- Photo Editing
- MIDI/Digital Sequencing
- Frame Animation
- 3-D Rendering
- Computer Animation
- Digital Video
- Web Page Development.

TIME	CONTENT/SKILLS	APPLICATIONS/PROJECT IDEAS	KEY IDEA/PERFORM INDICATOR
20 Weeks	<p>Graphic Design Photo Editing</p> <p>MIDI/Digital Sequencing</p> <p>Frame Animation</p> <p>3-D Rendering Computer Animation</p> <p>Digital Video</p> <p>Web Page Development.</p>	<p>Each Unit has 1 - 4 Inquiry Projects and an additional Theme Based Project - - the creation of all of the digital media for a fictitious band.</p> <p>Scene - Painter IP Matte Painting -Photoshop IP CD Cover - Painter/Photoshop TBP Concert Poster - Painter/Photoshop TBP</p> <p>Digital Song - Garage Band IP Digital Song – Garage Band TBP</p> <p>3 Frame Animations – Flash IP’s Web Page Intro Animation – Flash TBP</p> <p>Glass/Cup – Cinema 4D IP Logo – Cinema 4D IP Space Ship – Cinema 4D IP Real Object – Cinema 4D IP Band Animation – Cinema 4D TBP</p> <p>Video Editing – iMovie IP Band Video – iMovie TBP</p> <p>Band Web Page – BBEdit TBP</p>	MST standard: 1, 3, 4, 5