Animation Pathway

FRANKLIN HIGH SCHOOL

This four-year pathway in animation allows students the opportunity to learn and participate in all aspects of animation including storyboarding, character design, script-writing and editing using industry grade equipment.

Students work with high-end technology using industry-standard editing software and have the opportunity to experience how the profession works. Students will receive a high quality education in the animation fields as well as developing the highly transferrable skills of communication, collaboration and problem-solving. When students leave the animation pathway, they are truly prepared for both college and career with the skills necessary to gain employment or to pursue advanced study.

Course instruction is enhanced through mentoring and internships. Articulated post-secondary credits are available.

> "Working in teams gives us real world experiences and we have the chance to put our work into the community."
>
> (Animation student)

PATHWAY BENEFITS

- Opportunity for student work to be viewed by representatives of animation studios and art colleges.
- Career Technical Education coursework provides a strong foundation in academic, employability and technical skills for our students.
- To provide students with guest speaker/ artist experiences that reflect real world experiences and career opportunities.
- Hands-on experience with state-of-the-art technology
- Field trips and special events

FUTURE CAREER OPTIONS

High School Diploma

- Visual Artist
- Photographers Assistant
- Lighting Technician
- Model
- Makeup Artist
- Electronic Equipment Operator
- Camera Technician
- Broadcast Technician
- Sound Technician
- Stagehand
- Disc or Video Jockey
- Actor
- Announcer
- Voice-Over Artist
- Stunt Person
- Dolly Grip
- Focus Puller

AA, AS Degree or Certificate

- Stage Manager
- Recording Studio Assistant
- Special Effects Coordinator
- Web Designer
- Prop Maker
- Photographer
- Graphic Designer/Artist
- Film Maker
- Camera Operator
- Screen Writer
- Photojournalist
- Courtroom Artist
- Radio/Television Broadcaster
- Gaffer
- Negative Cutter
- Key Production Grip

BS, BA or Post-Graduate Degree

- Choreographer
- Industrial Designer
- Publisher
- Technical Writer
- Fashion Designer
- Sound Engineer
- Medical Scientific Illustrator
- Media and Design Arts Instructor
- Game Designer
- Museum Curator
- Special Effects Designer
- Sound Design Editor
- Visual Effects Coordinator

OUR BUSINESS PARTNERS

- Sacramento City College
- Cosumnes River College
- Crocker Art Museum
- Wacom
- SMUD
- ACCESS Sacramento
- Disney Family Museum

NON-DISCRIMINATION and ACCESS POLICIES | District programs and activities shall be free from discrimination, including harassment, intimidation and bullying based on a student's actual or perceived disability, gender, gender identity, gender expression, nationality, race, ethnicity, color, ancestry, religion, sexual orientation, age, marital or parental status, or association with a person or group with one or more of these actual or perceived characteristics. This policy applies to all acts related to school activity or school attendance occurring within a school under the jurisdiction of the District Superintendent. The Elk Grove Unified School District welcomes those with disabilities to participate fully in the programs, services, and activities offered to students, parents, guardians and members of the public. If you need a disability-related modification or accommodation, including auxiliary aids or services, to participate in any program, service or activity offered to you, please contact the Career Technical Education Department at 916-686-7709 at least 48 hours before the scheduled event so that we may make every reasonable effort to accommodate you. Government Code: Section 54953.2; Americans with Disabilities Act of 1990, Section 202 (42 U.S.C. Section 12132.)

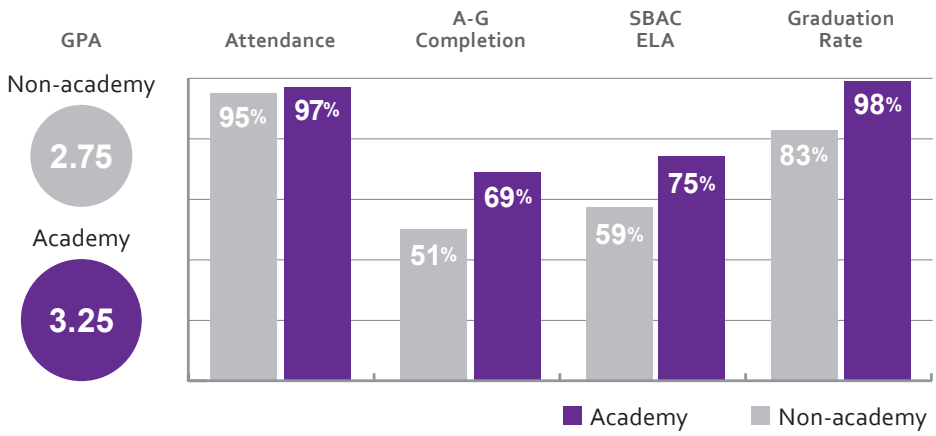
SAMPLE CAREER-THEMED COURSES

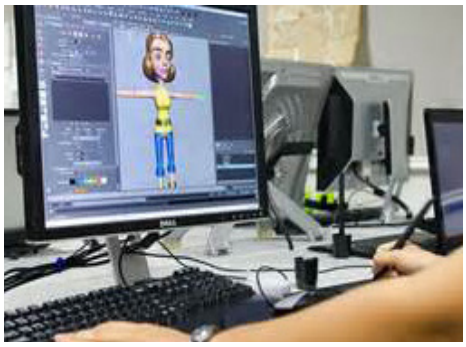
The sample program of study outlined below lists academy-specific courses and does not include the full list of graduation requirements in writing, math, VAPA, WL, etc. These courses are subject to change based upon industry trends.

Animation

9th-10th Grade	**Animation 1:** This course introduces students to the fundamentals of animation and computer graphics. Students will learn basic concepts, methods and techniques through hands-on experiences and projects directly related to multimedia art.
10th-11th Grade	**Animation 2:** This course introduces students to the fundamentals of animation and motion graphics. The curriculum is geared toward individuals who wish to use and develop their creative expression skills, in conjunction with professional-level computer software techniques, to create multimedia art.
12th Grade	**Advanced Animation:** This course is the capstone course in a high school course series of Animation I and Animation II to complete an introduction to a comprehensive animation and multimedia design training. This is a Project-Based course focusing on the use of current industry software in digital animation.

ACADEMY VS. NON-ACADEMY DATA





CONTACT INFORMATION

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