2010/2011 DoDEA Student Competency Record
Computer Animation
PTI409 - 36 weeks

Student	**School Year**
Grade	**Term (fall, spring)**
School	**Teacher Signature**

Mastery is a level of performance that indicates a student has demonstrated the knowledge, skills, and abilities for a unit of instruction or subject area as defined by a recognized standard. DoDEA defines mastery as being competent in the task and non-mastery as needing task remediation.

As students complete each competency, the student or teacher should assess the student's level of performance and mark the appropriate column next to the competency. This record should be used to provide information about competencies mastered to employer, student-employee, or another school/teacher.

PTI409 36 weeks	Computer Animation **TASKS/COMPETENCIES**	Mastery	Non-Mastery
Implementing DoDEA's CTE Course Requirements			
• 001	Demonstrate DoDEA 's Workplace Readiness Skills in course activities.		
• 002	Identify issues related to the field of study that affect the environment and impact local and global communities.		
• 003	Identify Internet safety issues and procedures for complying with acceptable use standards.		
Exploring Computer Animation			
• 004	Use 3-D modeling to define computer animation.		
• 005	Research careers related to computer animation.		
• 006	Outline the evolutionary development of animation technology/industry.		
• 007	Analyze ethical considerations of animation.		
• 008	Examine the influence of society in the development of animation.		
Storyboarding			
• 009	Identify the purpose of a storyboard.		
• 010	Analyze an existing storyboard.		
• 011	Use key elements of design to create a storyboard.		
Developing Animation			
• 012	Analyze an existing animation.		
• 013	Use the process of planning in creating an animated product.		
• 014	Describe the fundamental animation techniques for creating still images and animated movies.		

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• 015	Explain how computer animation is used in computer and video gaming		
Demonstrating Knowledge of Hardware, Software, and Operating System Requirements			
• 016	Identify operating system and hardware requirements (e.g., monitor size and resolution, input devices, output devices, display devices including those used for large audiences) for animation software.		
• 017	Obtain assistance via electronic and hard copy references and documentation.		
• 018	Back up files, using either the server or on removable media.		
Technical Skills			
• 019	Compare and contrast various key framing techniques		
• 020	Use various keyframe techniques		
• 021	Compare and contrast various rendering techniques for still and animated scenes		
• 022	Apply rendering techniques to still and animated scenes		
• 023	Identify the various techniques for inserting sounds into animations		
• 024	Apply sound effects to animated scenes		
• 025	Identify and use the materials library and material editor		
• 026	Apply and manipulate materials into various scenes		
• 027	Edit images (e.g. .jpg, .bmp, etc) for insertion into animations		
• 028	Insert images (e.g. .jpg, .bmp, etc) into animated projects		
• 029	Compare and contrast different camera tools available in the software		
• 030	Analyze camera techniques in an existing animation		
• 031	Apply and manipulate cameras techniques in an animation sequence.		
• 032	Identify various lighting tools available in the software		
• 033	Critique lighting techniques in an existing animation		
• 034	Apply and manipulate lighting techniques into various scenes		
• 035	Utilize various techniques to create solid models (e.g low-poly, shapes, compound objects, imported objects)		
• 036	Utilize various methods to edit and modify solid models (e.g. editable splines, editable mesh, editable polygon, modifiers)		
• 037	Apply and manipulate modeling techniques in various scenes		
• 038	Discuss methods of creating a character (e.g. from scratch, bipeds)		
• 039	Create a character using various methods (e.g. linking objects, kinetics, bipeds)		
• 040	Enhance a character using various methods (e.g. skin modifiers, materials)		
• 041	Analyze character motion (e.g. primary motions, secondary motions, etc)		
• 042	Animate a character using various methods (e.g. motion panel options)		
• 043	Apply, manipulate and animate a character into various scenes		
Applying Computer Animation			
• 044	Create an animation that is designed for a target audience.		

PTI409 36 weeks	Computer Animation **TASKS/COMPETENCIES**	Mastery	Non-Mastery
• 045	Create a proposal for a video or computer game		
Communicating through Technology			
• 046	Incorporate information from the World Wide Web into an animation project.		
Preparing for Industry Certification			
• 047	Describe the process and requirements for obtaining industry certifications related to the animation course.		
Developing Employability Skills			
• 048	Create or update a portfolio containing representative samples of student work.		