This Program of Study may serve as a graduation guide for the next four plus years, along with other career planning and educational materials. Courses listed in this model may include recommended coursework and should be individualized to students’ educational and career goals. Each graduation plan needs to meet minimum high school graduation requirements. Dual Enrollment courses can be high school academic and/or career technical education courses.

### Secondary:

<table>
<thead>
<tr>
<th>COURSE/ GRADE</th>
<th>NINTH</th>
<th>TENTH</th>
<th>ELEVENTH</th>
<th>TWELFTH</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENGLISH</td>
<td>9th grade Lit/ Composition</td>
<td>10th grade Lit/ Composition</td>
<td>American Lit/ Composition</td>
<td>World Lit/ Composition / British Lit</td>
</tr>
<tr>
<td>MATHEMATICS</td>
<td>Coordinate Algebra / Algebra I</td>
<td>Analytic Geometry / Geometry</td>
<td>Advanced Algebra / Algebra II</td>
<td>Pre-calculus</td>
</tr>
<tr>
<td>SCIENCE</td>
<td>Physical Science</td>
<td>Biology</td>
<td>Chemistry</td>
<td>Physics</td>
</tr>
<tr>
<td>SOCIAL STUDIES</td>
<td>World History</td>
<td>Psychology</td>
<td>US History</td>
<td>Government (½ unit) Economics (½ unit)</td>
</tr>
<tr>
<td>PATHWAY COMPLETER</td>
<td>Introduction to Digital Media</td>
<td>Principles and Concepts of Animation</td>
<td>Advanced Animation, Game and App Design</td>
<td>Animation Practicum Capstone</td>
</tr>
</tbody>
</table>

Industry Recognized Credential (Pathway Completer)

<table>
<thead>
<tr>
<th>Required/ Selective Electives</th>
<th>Health &amp; Personal Fitness (can be taken in grades 9-12)</th>
<th>Audio and Video Technology and Film</th>
<th>Advanced Graphic Design</th>
<th>Computer Science Principles</th>
</tr>
</thead>
<tbody>
<tr>
<td>Modern Language/Latin</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2 units required for admissions to Georgia University System Colleges/Universities For a listing of Modern Language/Latin courses offered at your high school, please contact your advisor, counselor, or curriculum handbook.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Other Electives</th>
<th>Visit the End of Pathway Assessment Page (see note below)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Advanced Art</td>
<td></td>
</tr>
<tr>
<td>Motion Graphic</td>
<td></td>
</tr>
<tr>
<td>Web Designing</td>
<td></td>
</tr>
<tr>
<td>Multimedia Artist</td>
<td></td>
</tr>
<tr>
<td>Graphic Designer</td>
<td></td>
</tr>
<tr>
<td>Directors-Stage, Television, Film</td>
<td></td>
</tr>
</tbody>
</table>

**Postsecondary Transition**

- University System of Georgia Institutions: Admissions Testing
  - ACT or SAT
  - For More Information:
    - Contact the institution of your choice
- Technical College System of Georgia
  - Placement Exam
- United States Military
  - ASVAB Assessment
- Use BRIDGE Law platform to inform decisions on postsecondary opportunities
- Dual Enrollment
- Earning high school course credits while taking college courses

**Animation and Digital Media Career Pathway Completers - Industry Credentialing for High School Students**

Upon completion of sequenced courses in the Animation and Digital Media Pathway, students are eligible to complete the Industry-Recognized student credential for fulfillment of the End of Pathway Assessment. Secondary students completing the Animation and Digital Media path will be able to sit for the National Industry Credentialed assessment offered online from Adobe. Once mastery is reached, students will receive recognition for completion and use this credential in conjunction with their job or continuing training. For specific assessment information, refer to: [http://bit.ly/GA-AAVTC](http://bit.ly/GA-AAVTC).

**Animation and Digital Media Pathway Description**

The Animation and Digital Media Pathway is a series of courses that teach all aspects of 2D and 3D animation and digital design. Students will gain knowledge in animation history, basic modeling, storyboarding concepts, game development and fundamentals of motion while working to incorporate effective sound and lighting techniques as well as 3-D space morphing into their animated projects. Working independently, as well as on small production teams, students will learn to manage the entire production pipeline for 3-D projects.

Employment of animators and Video game developers is projected to grow. These occupations should be in-demand the potential for high-wages, and high-skilled opportunities throughout the industry.

### Sample In Demand Careers in Georgia

<table>
<thead>
<tr>
<th>Occupation Specialties</th>
<th>Level of Education Needed</th>
<th>Georgia Average Salary</th>
<th>Annual Average Openings in Georgia</th>
<th>2018 – 2028 Employment Outlook</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Developers</td>
<td>Bachelor's Degree</td>
<td>$91,190</td>
<td>170</td>
<td>In Demand, High Skill</td>
</tr>
<tr>
<td>Web Designers</td>
<td>Bachelor’s Degree</td>
<td>$91,190</td>
<td>340</td>
<td>In Demand, High Skill</td>
</tr>
<tr>
<td>Multimedia Artists &amp; Animators</td>
<td>Bachelor’s Degree</td>
<td>$59,290</td>
<td>260</td>
<td>In Demand, High Skill</td>
</tr>
<tr>
<td>Film and Video Editors</td>
<td>Bachelor's Degree</td>
<td>$61,800</td>
<td>210</td>
<td>In Demand, High Skill</td>
</tr>
</tbody>
</table>

### Related Pathway Occupations

- Artist
- Illustrators
- Motion Graphic Artists
- Web Developer
- Multimedia Producer

### Other Related Occupations

- Video Game Designer
- Graphic Designer
- Directors-Stage, Television, Film

[O*NET Online](https://www.onetonline.org)
## PROGRAM OF STUDY:

### Animation and Digital Media

Go to GAfutures at www.gafutures.org for more information about your education and career planning, including valuable financial information (grants and scholarships including HOPE Program, grants, and loans, FAFSA, and CSS forms).

### Career Enhancement Opportunities

- Career Awareness
- Career Exploration
- Instructional Related
- Connecting
- Work-Based Learning
- Employability Skill Dev.
- Cooperative Education
- Internship
- Youth Apprenticeship
- Clinicals

### Career-Related Education Activities

- Career Awareness
- Career Exploration
- Instructional Related
- Connecting
- Work-Based Learning
- Employability Skill Dev.
- Cooperative Education
- Internship
- Youth Apprenticeship
- Clinicals

### Career Enhancement Opportunities

- Career Awareness
- Career Exploration
- Instructional Related
- Connecting
- Work-Based Learning
- Employability Skill Dev.
- Cooperative Education
- Internship
- Youth Apprenticeship
- Clinicals

### Postsecondary Options:

#### TCC

- CK71 Animation Technology 28 hours
- DMPT 2400 - Basic 3D Modeling and Animation 4 hrs
- DMPT 2405 - Intermediate 3D Modeling 4 hrs

Complete four of the following five courses - minimum 20 hrs.

- DMPT 2410 - Digital, Texture and Lighting 4 hrs
- DMPT 2415 - Character Rigging 4 hrs
- DMPT 2420 - 3D Production and Animation 4 hrs
- DMPT Electives - 8 hrs.

#### DIPLOMA OR AAS

- DEM2 Design and Media Production Technology 46 hours
- Basic Skills Courses
  - Select 1 of the 2 English courses - 3 hrs.
  - ENGL 1010 - Fundamentals of English I 3 hrs
  - ENGL 1005 - Applied Technical Communication 3 hrs

Select one of the following courses - 2 hrs

- EMPL 1000 - Interpersonal Relations and Professional Development 2 hrs
- PSYC 1010 - Basic Psychology 3 hrs

Select one of the following Math courses - 3 hrs

- MATH 1011 - Business Math 3 hrs
- MATH 1012 - Foundations of Mathematics 3 hrs
- MATH 1005 - Applied Technical Mathematics 3 hrs
- DMPT 2930 - Exit Review 4 hrs

Occupational Courses

- DMPT 1000 - Introduction to Design 4 hrs
- DMPT 1005 - Vector Graphics 4 hrs
- DMPT 1010 - Raster Imaging 4 hrs

Technology Cluster - Select one course

- COMP 1000 - Introduction to Computer Literacy 3 hrs
- CIST 1101 - Working with Microsoft Windows 3 hrs
- DMPT 1055 - Introduction to Media Technology 4 hrs

Computer Animation Specialization - 19 hrs ~ 8CA2

- DMPT 2400 - Basic 3D Modeling and Animation 4 hrs
- DMPT 2405 - Intermediate 3D Modeling 4 hrs

Select 3 courses for a minimum of 11 hrs

- DMPT 2410 - Digital, Texture and Lighting 4 hrs
- DMPT 2415 - Character Rigging 4 hrs
- DMPT 2420 - 3D Production and Animation 4 hrs

Guided Elective - Min 3 hrs

Video and Film Production Specialization - 19 hrs. ~ 8VP2

- DMPT 1600 - Introduction to Video Production 4 hrs
- DMPT 2600 - Basic Video Editing 4 hrs
- DMPT 2800 - Intermediate Video Production 4 hrs

Select 2 from the following - Min. 7 hrs.

- DMPT 2805 - Narrative Filmmaking 4 hrs
- DMPT 2810 - Documentary Filmmaking 4 hrs

Guided Elective - 3 or 4 hrs.

#### BACHELOR OF SCIENCE

The University System of Georgia offers students’ higher education options at 30 institutions throughout the state, providing a wide range of academic programming including certificates and associate, baccalaureate, masters, doctoral and professional degrees. [https://apps.usg.edu/ords/f?p=118:1:0:](https://apps.usg.edu/ords/f?p=118:1:0:)

Go to GAfutures at www.gafutures.org for more information about your education and career planning, including valuable financial information (grants and scholarships including HOPE Program, grants, and loans, FAFSA, and CSS forms).

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NOTE: Students have many options to ENTER and EXIT from their academic studies into the workforce. When a student graduates from high school, they are eligible to choose one of many ENTRANCE POINT options: 1. Enroll in either a 2 or 4 year post-secondary program; 2. Enroll in an apprenticeship program or the military; or 3. Enter the workforce using technical skills learned. When a student finishes a 2- or 4-year degree program, they may choose to EXIT and 1. Enroll in an apprenticeship program or the military; 2. Enroll in a professional university degree program; or 3. Enter the workforce using technical skills learned.