

# PERKINS Pathway

Carl Perkins  
Career and Technical Education Act of 1998

A Perkins Pathway offers:

- A sequence of courses preparing students for entry-level employment
- Information on All Aspects of an Industry
- Expanded use of technology
- Professional development of teachers
- Evaluation of progress, including special populations
- Funds to initiate, improve, expand and modernize programs
- Services and activities that are of sufficient size, and scope
- Linkages from secondary to post-secondary including TECH-PREP programs

*Students may request transfer to another school, based on program availability and intradistrict transfer procedures.*

## Animation Vista del Lago High School

The Animation Program provides a unique opportunity for students to learn the art form, as well as learn punctuality, commitment and follow through. Students develop a professional outlook that will prepare them for careers in a high growth and demand area.

## Sequence of Classes for Animation

### Animation I

Introduces students to 2-D & 3-D artistic design. The hands-on application of principles of animation will be used for learning to create animated characters, development of characters, movement and timing. The course enables students to develop animation skills combining hands-on artistic skills with high technology.

### Animation II

This course is a combination of hands-on animation with computer animation, which incorporates the use of software programs used in the production of this art form. The fundamentals of video production will be merged with the pencil and computer to broaden the possibilities of creativity. The course develops awareness of all forms of animation, and provides opportunities for creative expression using the tools of animation. It will also offer a foundation for those students who wish to pursue a career in animation and/or related fields.

### Animation III

Students apply the basic skills learned in the first two years to the process of film making. This course is designed for students who want to explore the creative application of those tools, and develop a mastery of specific job skills that will lead to possible careers in animation.

### Animation IV

Students work alone or in teams. This course focuses on independent projects, experimental animation, community service projects, and portfolio development.

## Skills Obtained in Animation Pathway

Students learn verbal and non-verbal communication skills, problem solving while developing artistic talents, and team work as part of a group.

## Post-Secondary Options (partial listing) Community College, Universities, Trade Schools

### Platt College

<http://www.platt.edu/>

Offers degrees or certificates in

- Graphic Design
- Visual Communication

### ITT Technical Institute

<http://www2.itt-tech.edu/cts/>

Offers degrees or certificates in

- Digital Entertainment and Game Design
- Multimedia

### CalArts

<http://design.calarts.edu/>

Offers degrees or certificates in

- Graphic Design
- Integrated Media

### Brooks College

<http://www.brookscollge.edu/>

- Animation
- Graphic Design
- Multimedia

### Art Institute of California

<http://aica.artinstitutes.edu/>

- Media Arts & Animation
- Game Art & Design
- Interactive Media Design

### Westwood College

<http://www.westwood.edu/>

- Animation
- Game Art & Design
- Visual Communications