

NORTH CAROLINA CAREER AND TECHNICAL EDUCATION STANDARDS

Computer Science and Information Technology Education

Grade: Grade 9 - 12

Course: Digital Design and Animation II **New**

NCCTE.2020.TS25 - Digital Design and Animation II

NCCTE.2020.TS25.01.00 - Understand portfolio development and professionalism.

NCCTE.2020.TS25.01.01 - Understand how to document the design process and articulate an artistic point of view..

NCCTE.2020.TS25.01.02 - Understand personal and professional presentation.

NCCTE.2020.TS25.02.00 - Understand modeling concepts.

NCCTE.2020.TS25.02.01 - Apply vector image production methods.

NCCTE.2020.TS25.02.02 - Apply bitmap editing and production methods.

NCCTE.2020.TS25.02.03 - Understand parametric modeling concepts.

NCCTE.2020.TS25.02.04 - Understand 3D simulations, particle systems and forces.

NCCTE.2020.TS25.03.00 - Understand materials, shaders and rendering.

NCCTE.2020.TS25.03.01 - Remember the basic functions of the material editor.

NCCTE.2020.TS25.03.02 - Understand and differentiate between materials, maps, textures, and shaders.

NCCTE.2020.TS25.03.03 - Understand UVW mapping.

NCCTE.2020.TS25.03.04 - Understand rendering and render settings.

NCCTE.2020.TS25.04.00 - Apply 3D lights and their application.

NCCTE.2020.TS25.04.01 - Understand types of lights.

NCCTE.2020.TS25.04.02 - Understand light settings.

NCCTE.2020.TS25.04.03 - Understand shadow settings.

NCCTE.2020.TS25.04.04 - Apply artistic lighting techniques.

NCCTE.2020.TS25.05.00 - Apply basic cameras and settings.

NCCTE.2020.TS25.05.01 - Understand physical cameras and their settings and usage.

NCCTE.2020.TS25.05.02 - Understand various camera movements and composition.

NCCTE.2020.TS25.05.03 - Apply animated camera movements to a scene.

NCCTE.2020.TS25.06.00 - Apply basic rigging and animation techniques.

NCCTE.2020.TS25.06.01 - Understand keyframing and interpolation.

NCCTE.2020.TS25.06.02 - Understand playback and timeline settings.

NCCTE.2020.TS25.06.03 - Understand animation constraints and helpers.

NCCTE.2020.TS25.06.04 - Understand object linking and hierarchy.

NCCTE.2020.TS25.06.05 - Understand how to create and modify bipeds.

NCCTE.2020.TS25.06.06 - Apply advanced animation and modeling techniques to produce an 30 second animated short.

