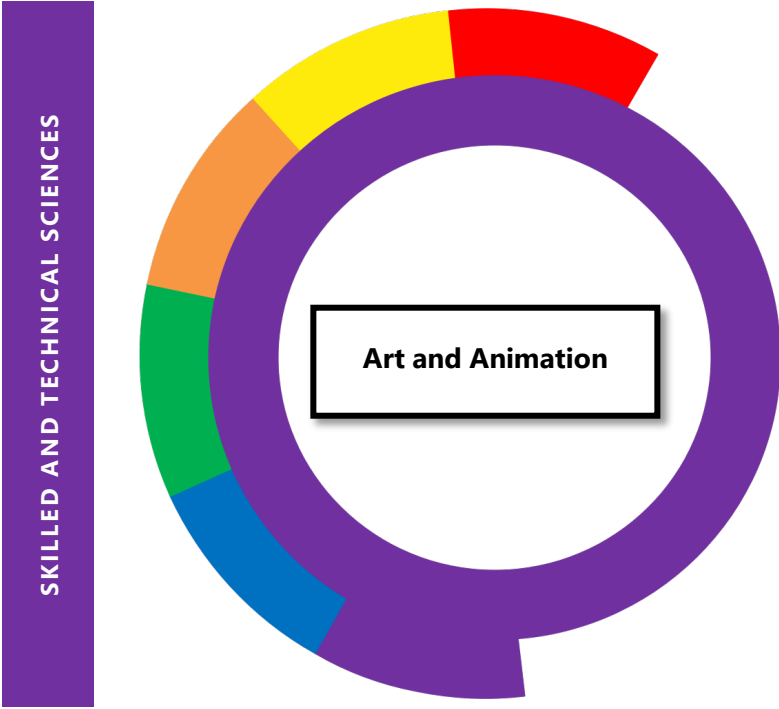




The **Arts, A/V Technology, and Communications Career Cluster** focuses on applying artistic talent to practical problems. Learn visual arts principles that prepare you with skills and techniques to work in designing, producing, exhibiting, performing, writing, or publishing multimedia content to any number of creative design and entertainment fields.



APPROVED PREPARATORY COURSE

Art and Animation

OSPI OR DISTRICT APPROVED EQUIVALENCY CREDITS

- Fine Art
- CTE
- Elective

INDUSTRY RECOGNIZED CREDENTIALS

ALIGNED TO INDUSTRY

OCCUPATIONS	MEDIAN WAGE	ANNUAL OPENINGS	% GROWTH	JOB ZONE OR RANGE
Craft Artist	\$35,930	20	2%	2
Fine Artist, Painter, Sculptor	\$78,030	150	6%	3
Special Effects Artist & Animator	\$82,180	740	5%	4
Graphic Designer	\$62,990	1,360	3%	4
Art Director	\$116,700	610	4%	4-5

WORK-BASED LEARNING AND EXTENDED LEARNING OPPORTUNITIES

Work Experience Opportunities
 CTE students in many cases can pursue what is called a "work-based learning" opportunity or an internship involving a job outside of school. "Work-based learning" experiences are always paid and students can earn high school credit. Internships are typically paid, but students do not earn academic credit. Individual schools and CTE teachers work with local employers to arrange these opportunities for their students, so your program instructor is the best source of information for what your own school offers.

Art and Animation: The Art and Animation program, with guidance from the program partner, DigiPen Institute of Technology, provides opportunity to develop skills necessary to pursue post-secondary education in the fields of fine arts, film and video games. Focuses on traditional art skills including art theory, basic drawing, composition, color, value, and perspective drawing. Students learn professional production animation principles. They will also learn how to apply these principals to traditional, 2D and 3D digital modeling, and video game applications. Collaborative and interdisciplinary storytelling projects like video games, short films, and production design.

POST-SECONDARY PATHWAYS

DIRECT ENTRY TO WORKFORCE

Freelance Artist

Craft Artist

COLLEGE CTE DUAL CREDITS ARE AVAILABLE FOR THIS COURSE. PLEASE CONTACT YOUR INSTRUCTOR FOR MORE INFORMATION.

APPRENTICESHIP	MILITARY SERVICE	TECHNICAL CERTIFICATE/ LICENSE	ASSOCIATE'S DEGREE	BACHELOR'S OR ADVANCED DEGREE
https://www.disneydreamersacademy.com/be-a-dreamer/apply	Multimedia Illustrator	Digital Design/Media Arts: Bates Technical Bellevue College Pierce College Clark College Everett Community College Wenatchee Valley College	Graphic Design/Digital Media: DigiPen Institute of Technology Bates Technical Bellevue College Pierce College Seattle Central College Spokane Falls Community College	Digital Arts, Animation, & Game Design: DigiPen Institute of Technology Seattle Film Institute
https://careers.microsoft.com/students/us/en/ushighschoolprogram	Combat Documentation/Production Specialist	Web Design: Lake Washington Institute of Technology Central Washington University Everett Community College Seattle Central College	Web Design: Highline College Seattle Central College Peninsula College	Art/Fine Arts: Eastern Washington University Washington State University University of Washington
	Visual Information Equipment Operator-Maintainer		Professional Game Art & Animation: Academy of Interactive Entertainment Shoreline Community College Lake Washington Institute of Technology	CTE Secondary Education Teacher: <ul style="list-style-type: none"> Education Degree in a CTE program area with 2,000 hours of related work experience. Industry Route Certificate requires 6,000 hours of work experience in the field and completion of a state approved CTE Preparation Program along with passage of Basic Skills Math and English.

COURSE INFORMATION

COURSE NAME	CIP CODE	STATE COURSE CODE	TEACHER CERTIFICATION CODE
Art and Animation	100304	10202	V100100 V521206 V470110 V480101 V078000

