

Animation & Graphic Design

Instructor:

- Name: Mr. Linton Porteous (he/his)
- Phone: 360 848-0706 (ext. 4037)
- Email: lporteous@nwtech.k12.wa.us
- Website: <https://www.nwtech.k12.wa.us/animation-graphic-design/>

Course Location & Hours:

- Northwest Career & Technical Academy (room 230)
- Academic Year: 2026-2027
- Follows [NCTA Calendar](#).
- Mon-Fri:
 - Session #1: 08:00 a.m. – 10:30 a.m.
 - Session #2: 11:30 a.m. – 2:00 p.m.

Description:

Animation & Graphic Design prepares students with the skills necessary to create animations, layouts and visual effects for a variety of media.

- Create content suitable for both online and hard copy portfolios.
- Work in teams (including as part of an inter-school animation competition).
- Develop your art and anatomy skills through practice.
- Create 2D & 3D animations.

We pride ourselves on using professional-level freeware so that students can continue their work at home without the need for expensive software. (Currently any exceptions are funded by the school during enrolment in the class.)

Leadership skills are developed through the inter-school animation competition and suggested extra-curricular STEAM (Science, Technology, Engineering, Art and Math) activities.

Instructional topics/units that will be covered:

- 3D Animation
- 3D Modeling
- Animation Pipeline
- Art & Anatomy
- Career Readiness
- Graphic Design

Key Learning Objectives

Upon successful completion of the program, students will be able to:

- Develop material for a portfolio of work.
- Create technically relevant 2D art assets (raster & vector).
- Create 2D & 3D animations.
- Modify, light, texture & rig 3D models.
- Develop graphic design solutions using color, typography & graphics.

Industry Competencies

Year 1:

- YouScience 21st Century Skills
- YouScience Digital Media I
- YouScience 3D Graphics
- YouScience 3D Animation I

Year 2:

- YouScience Digital Media II
- Adobe Animate [pilot]

Course Resources [partial list]

- Adobe Creative Cloud
- Freeware: [Audacity](#), [Blender](#), [GIMP](#), [Inkscape](#), [Krita](#) & [Paint.net](#)

Useful Experience (prior to joining the course)

- Computer (desktop or laptop) literacy with Mac or Windows.

Useful Materials

- Pen, pencil & eraser.
- Art supplies (e.g. colored pens or pencils).
- Personal sketchbook.
- Comfortable headphones / earbuds (with a standard jack).
- USB drive (for data backup).

Professional Standards

Attendance is an important component to learning and employability. The Northwest Career & Technical Academy follows an attendance policy similar to business and industry in that a student is expected to be in full session attendance in order to ensure that maximum learning and productivity are achieved.

The standards reflect what all employers expect of their employees:

- **Being dependable:** students are to be at school every day.
- **Being on time:** students are expected to arrive to class on time.
- **Doing a full session's work:** students are expected to apply themselves.

When a student is absent, the absence should be excused (ideally, in advance) by a telephone call to the school office: (360) 848-0706, or via [email](#).

Students are expected to follow normal high school dress codes.

Credit Opportunities

Year 1, High School:

- Technical Math
- Fine Art
- Occupational Education

Year 2, High School:

- English
- Occupational Education x 2



This course is a **CTE Dual Credit** approved class and articulated with Whatcom Community College's **Art 185 - Introduction to Visual Communications** (5 credits). Students who demonstrate proficiency of the WCC course competencies (achieving B or better) may earn college credit through the **CTE Dual Credit** online application process.

Art 185 is part of the [Visual Communications](#) program offered at Whatcom Community College (WCC).

- **Dual-credit eligibility:** Students must earn a final grade of B (3.0) or higher in all courses required by the articulation agreement and complete all required skills/competencies identified on the applicable competency profile.
- **BELLINGHAM TECHNICAL COLLEGE / WHATCOM COMMUNITY COLLEGE (BTC/WCC)**

This class is articulated with BTC and/or WCC for CTE Dual Credit. Students seeking college credit must follow the Whatcom CTE Dual Credit registration process and must register for college credit within the same school year in which the course is taken; students cannot obtain credit retroactively.

Whatcom CTE Dual Credit: [BTC CTE Dual Credit website](#)

Grades, Grading Scale, and Job Readiness

Whilst the grading system necessarily devolves into a numeric value (a percentage grade), students are graded using a standards-based philosophy which matches these descriptions:

4. Mastered / Exceeds Standard (A equivalent)

Excellent work that demonstrates a clear and full understanding of the material, and a professional level of effort in completing all of the set tasks to a highly polished level. Going beyond what was asked. Capable of teaching the topic to others.

3. Accomplished / Meets Standard (B equivalent)

Very good work demonstrating clear understanding of the material. Perhaps there is a lack of a fuller effort, or some minor flaws in wider understanding or synergy. Doing exactly what was asked, but nothing more.

2. Developing / Approaches Standard (C equivalent)

Good work demonstrating understanding of the building blocks that are required to complete a fuller solution. Perhaps some tasks are incomplete, or there is a demonstrable lack of effort, or there are some key flaws in the understanding.

1. Beginning / Below Standard (D equivalent)

Satisfactory work demonstrating some understanding of at least the basic principles being taught. Many tasks may remain incomplete, or there may be a marked lack of effort in completing the work, or several key flaws in the understanding. Only some of the building blocks required to demonstrate the standard are understood.

0. Incomplete (F equivalent or NC – No Credit)

Indicates either a failure to attempt the work (perhaps due to absence) or a demonstrable failure to understand or replicate the basic principles being taught. The simplest of the given tasks remains incomplete or the attempt indicates a clear lack of understanding, engagement or effort.

Marking

Assessment materials are marked up with the following feedback symbols:

✓	This section is correct.
✓✓	Everything on this page is correct.
✗	This answer is incorrect.
(✗)	This answer is nearly correct but has a noticeable flaw.
...	This answer is missing something but it's nearly there.
O	A circled answer (or part of an answer) is incorrect.
answer	A struck through part of a longer answer is irrelevant.

Late Work Policy

Late work may be accepted (in negotiation with the instructor), but is expected to be completed as homework. For extended periods of absence, a personal success plan will be discussed that can measure a student's ability against a streamlined set of core competencies.

There is no guarantee of acceptance of late work.

Re-Do Policy

Grades may be re-evaluated where a student clearly demonstrates completion of previously ungraded work, or completion of clearly superior work (in negotiation with the instructor).

There is no guarantee of acceptance of re-done work.

Extra Help

This syllabus outlines (on page #2) the free software resources that students can install on their home computers. If you need help, please ask.

Professional and Industry Behavior Expectations

In the computer lab the following is expected:

- No drink or food in the lab.
- No use of mobile devices (e.g. cell phones) or music players.
- Professional computer use is for work-related activities only.

Next Steps

After successful completion of the Animation & Graphic Design course, students have some great opportunities to continue their education, having experienced a broad range of skills encompassed within the broader scope of graphical arts.

Specifically, as detailed on page 3, a student may have earned credit with Whatcom Community College.