

Animation & Digital Art Pathway Grades 6–8 | Arts Education

The Animation & Digital Art Pathway offers a dynamic and immersive educational experience designed to inspire creativity and build technical expertise in young artists. Tailored for scholars in grades 6–8, this program prepares students for future opportunities in creative industries by combining artistic exploration with industry-relevant skills.

Animation

Scholars will dive into the world of animation, refining their skills through advanced techniques such as 3D animation and special effects, guided by the Toon Boom curriculum.

- Students will engage in comprehensive projects that simulate professional workflows, from concept development to final rendering.
- Emphasis is placed on portfolio development, equipping scholars with a body
 of work that showcases their creativity and technical proficiency—ideal for
 high school program applications and future career pursuits.

Digital Art

This course challenges scholars to create **professional-quality digital artwork** using modern tools and techniques.

- Students will explore digital illustration, design principles, and visual storytelling while building a strong foundation in digital media.
- Like the animation track, scholars will focus on **portfolio development**, preparing them for advanced study and real-world creative opportunities.

By the end of the pathway, scholars will have developed a robust portfolio and a deep understanding of the animation and digital art process—ready to take the next step toward high school programs and careers in the creative arts.