

Media 1 Overview

Students are introduced to motion graphics; that is, graphics that use video and/or animation technology to create the illusion of motion utilizing the computer to capture or generate movement. Possible career paths include video editor, compositing, special effects, computer graphics or new media developer). Students can expect to create a series of short projects designed to develop skills in producing animations and some video. These projects may ultimately be placed on their individual websites, uploaded to youtube or may find a home on our newspaper hpawz.com.

Requirements: Create and maintain a website for sharing & submitting work. Turn in all assessments.

Units of Study: 1. Image acquisition and Compositing.

2. Building animations in flash.
3. Working Photoshop and after effects to create projects.
4. Creating original major animation projects (workflow).
5. Career Awareness.

Grading: We use a 70/30 split between assessments and daily work.

Assessment Schedule: Assessment 1 is "Moving Car animation"

Assessment 2 is "Scary Story animation" with sound.

Assessment 3 is a medley of programming tasks.

Assessment 4 is "Swoobie Story" or an alternative project.

Assessment 5 is a career report in conjunction with your digital portfolio which details your skill development progress.

Employability Soft Skills: This is a career technical education class so we will also work on improving employability soft skills including: attendance, punctuality, organization, time management, safety, responsibility, self-management, integrity, teamwork, civility, diversity, leadership and understanding performance criteria.