

Multimedia II - Production

Level: 11-12

Units of Credit: 1

CIP Code: 11.0211

Prerequisite: Multimedia I - Design and Development

Skill Certification Exam: #804

COURSE DESCRIPTION

Multimedia is the process of planning, instructional design, and development. Multimedia Production is the second year multimedia course where students will focus on developing advanced skills to create interactive computer applications using the elements of text, 2-D and 3-D graphics, animation, sound, video, and digital imaging. These skills can prepare students for entry-level positions and other occupational/educational goals.

COURSE STANDARDS AND OBJECTIVES

STANDARD

110211-01 Students will enhance skills in media production and design.

OBJECTIVES

110211-0101 Create and manipulate 2D graphics using a variety of advanced techniques.

110211-0102 Create and manipulate 2D animations using a variety of advanced techniques

110211-0103 Create and manipulate digital Video using a variety of advanced techniques

110211-0104 Create and manipulate digital Audio using a variety of advanced techniques

110211-0105 Review and apply principles and elements of visual design.

STANDARD

110211-02 Students will create a 3D graphic and be introduced to animation.

OBJECTIVES

110211-0201 Create a 3D wire frame model

110211-0202 Understand and be able to create 3D composites

110211-0203 Render a model using appropriate visual effects (background, textures, lighting, etc.)

110211-0204 Animate objects using the key frame method

110211-0205 Animate objects using the path method

STANDARD

110211-03 Students will create a group project that is Computer-based (*CB*) or Web-based (*WB*) to be used by a class or school in the student's school district.

OBJECTIVES

110211-0301 Create a group project incorporating advanced skills using appropriate multimedia production techniques including the following:

- Principles and Elements of Visual Design
- Project Planning
- Teamwork
- Media Production
- Copyright and fair use guidelines.

110211-0302 A Computer-based (*CB*) project should contain each of the following elements:

- Text
- Animation
- Interactivity
- Audio
- Digital images
- Digital video
- Analysis and feedback
- Use of two or more pieces of software beyond the authoring software

110211-0303 A Web-based (*WB*) project should contain each of the following elements:

- Text
- Animation including *rollovers* and animated GIFs (Flash and *Panoramas* optional)
- Interactivity including links and *image slicing/image maps*
- Audio optimized for web delivery
- Digital images optimized for web delivery
- Digital video optimized for web delivery
- Use of two or more pieces of software beyond the authoring software

110211-0304 The group project should ideally be something significant that can be used by a

school or class in the student's school district. Examples of projects include:

- Cross-curricular activities.
- Favorite subject in school (reading, writing, math, etc.).
- School orientation (freshmen or sophomores).
- *SEOP* process.
- Registration (course listings) on-line list.
- Digital yearbook.
- Other viable topics.

STANDARD

110211-04 Students will create an interactive multimedia portfolio for digital delivery which showcases a student's projects, work, and skills. Projects can be created individually or as a team member.

OBJECTIVES:

110211-0401 Individually author an interactive portfolio of multimedia projects completed

110211-0402 Create a menu-driven digital portfolio including the following elements with strict adherence to copyright and fair use guidelines:

- Animation
- Audio
- 2D graphics
- 3D graphics
- Video
- Project Designs (storyboards and *concept drawings*)
- Projects (individual and/or group)
- Resume
- State Multimedia Performance Evaluations (optional)

110211-0403 Output the project to CD or DVD in executable format with necessary *drivers/plugins*, etc.

STANDARD

110211-05 Students will participate in a work-based learning experience and/or competition.

OBJECTIVES

110211-0501 Participate in a work-based learning experience.

- Field trip to a software engineering firm
- Job shadow
- Internship
- Industry guest speaker
- Post-secondary guest speaker

110211-0502 Participate in a multimedia student competition.

- School Multimedia Contest
- Utah Multimedia Arts Festival
- Various Logo Contests
- Other Student Competitions