

Digital Imaging/Multimedia 2

Students will demonstrate knowledge of: 9279.1

Design techniques

Tools

Technical plans

Drawings

Comply with software licensing agreements associated with multimedia presentations. 9279.2

2 Comply with software licensing agreements associated with multimedia presentations. 9279.2

Demonstrate knowledge of standard copyright rules for images and image use. 9279.3

3 Demonstrate knowledge of standard copyright rules for images and image use. 9279.3

Demonstrate application of image resolution, image size and image file format for web, video and print. 9279.4

4 Demonstrate application of image resolution, image size and image file format for web, video and print. 9279.4

Create two-dimensional and three-dimensional images depicting objects in motion or illustrating a process, using computer animation or modeling programs. 9279.5

5 Create two-dimensional and three-dimensional images depicting objects in motion or illustrating a process, using computer animation or modeling programs. 9279.5

Design complex graphics and animation, using independent judgment, creativity and computer equipment. 9279.6

6 Design complex graphics and animation, using independent judgment, creativity and computer equipment. 9279.6

Make objects or characters appear lifelike by manipulating light, color, texture, shadow and transparency, or manipulating static images to give the illusion of motion. 9279.7

7 Make objects or characters appear lifelike by manipulating light, color, texture, shadow and transparency, or manipulating static images to give the illusion of motion. 9279.7

Work with selections and measurements. 9279.8

8 Work with selections and measurements. 9279.8

Apply layers and masks. 9279.9

9 Apply layers and masks. 9279.9

Apply story development, directing, cinematography and editing to animation to create storyboards that show the flow of the animation and map out key scenes and characters. 9279.10

10 Apply story development, directing, cinematography and editing to animation to create storyboards that show the flow of the animation and map out key scenes and characters. 9279.10

Develop briefings, brochures, multimedia presentations, web pages, promotional products, technical illustrations and computer artwork for use in products, technical manuals, literature, newsletters and slide shows. 9279.11

11 Develop briefings, brochures, multimedia presentations, web pages, promotional products, technical illustrations and computer artwork for use in products, technical manuals, literature, newsletters and slide shows. 9279.11

Script, plan and create animated narrative sequences under tight deadlines, using computer software and hand drawing techniques. 9279.12

12 Script, plan and create animated narrative sequences under tight deadlines, using computer software and hand drawing techniques. 9279.12

Produce an electronic portfolio. 9279.13

13 Produce an electronic portfolio. 9279.13

Assemble, typeset, scan and produce digital camera-ready art. 9279.14

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Students will demonstrate knowledge of: 9279.15

Audience and audience needs.

Media production.

Identify the purpose, audience and audience needs for preparing image(s). 9279.16

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Participate in design and production of multimedia campaigns, handling budgeting and scheduling and assisting with such responsibilities as production coordination, background design and progress tracking. 9279.17

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Communicate with others (such as peers and clients) about design plans. 9279.18

18 Communicate with others (such as peers and clients) about design plans. 9279.18

Prepare images for web, print and video. 9279.19

19 Prepare images for web, print and video. 9279.19