Media Arts @ Cypress Lake High School
Progression Plan

9th grade
All Freshmen take DIT
Digital Design 1
Visual Technology

10th grade
Creative Photography 1
Digital Design 2
TV Pro 1
Foundation of Web Design
Game and Simulation
Foundations (coming soon)
3D Modeling & Animation
Technology

11th grade
Animation and Visual Design (coming soon)
Creative Photography 2/ AP Photography
Digital Design 3
Game and Simulation Design (coming soon)
TV Pro 2
User Interface (Web) Design 1

12th grade
Creative Photography 3/ AP Photography
Digital Design 4
TV Pro 3
Web Scripting Fundamentals

Prerequisites

DIT
Digital Design 1
Digital Design 2
Creative Photography 1
Foundations of Web Design
AP Photography
3D Modeling & Animation Technology 1
Game & Simulation Foundations (coming soon)

Visual Tech 1
TV Pro 1
TV Pro 2
TV Pro 3 (News Crew)
MEDIA ARTS
PROGRAM OF STUDIES
@ CYPRESS LAKE HIGH SCHOOL

FRESHMAN YEAR

Digital Information Tech 1 Credit Microsoft Certification Bundle
This course is a pre-requisite for all other business/media courses. Students gain basic knowledge of computers, the internet, business forms and procedures, along with an introduction to word processing, spreadsheets, databases, and presentation applications.

Digital Design 1 1 Credit Adobe Illustrator Certification
This course is a pre-requisite for all other media arts courses. Students develop basic entry level skills required for careers in graphic design. The fundamentals of good design practices, typography, visual hierarchy, and color theory will build the foundation of this course. Adobe Illustrator will be used to complete various projects and assignments.

Visual Technology 1 1 Credit Adobe Premier Certification
This course is a pre-requisite for all other video media courses. Students learn concepts, terminology, techniques, and applications of digital imaging to create original video productions. Adobe Premier will be used to edit video projects.

SOPHOMORE YEAR

Any courses from previous years not already taken PLUS

Creative Photography 1 1 Credit Photoshop Certification
Pre-requisites: Digital Info Tech, Digital Design 1
This introductory course is designed to explore the aesthetic foundations of art making using beginning photography techniques. Students become familiar with the basic mechanics of a camera, including lens and shutter operation, compositional foundations, printing an image for display, and evaluating a successful print. Adobe Photoshop will be used to edit student photographs and to create artistic photography projects.
<table>
<thead>
<tr>
<th>Course</th>
<th>Credits</th>
<th>Certification</th>
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<tbody>
<tr>
<td><strong>Digital Design 2</strong></td>
<td>1</td>
<td>Adobe Photoshop Certification</td>
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<tr>
<td>Pre-requisites: Digital Info Tech, Digital Design 1, Teacher recommendation</td>
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<tr>
<td>This course is designed to develop advanced skills required for careers in digital publishing and graphic design. The elements and principle of design will be stressed. Adobe Photoshop will be used to complete various projects and assignments.</td>
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| **TV Production 1**                        | 1       | Adobe Premiere Certification |
| Pre-requisites: Digital Info Tech, Visual Technology 1, Teacher recommendation |
| This course is designed to explore the fundamental concepts, terminology, techniques, and applications of digital imaging to create original work. The instructional focus will be on film. Students produce digital animated images through the single or combined use of computers, digital cameras, digital video cameras, new media, and emerging technologies. |

| **Foundations of Web Design**              | 1       | Adobe Animate Certification |
| Pre-requisites: Digital Info Tech, Digital Design 1 |
| This introductory course provides students the opportunity to learn design techniques and basic HTML and CSS coding to create web pages. Students in this course will plan and implement multi-page websites featuring graphics, pictures, and galleries. |

| **Game & Simulation Foundations**          | 1       | Gamemaker Certification |
| Pre-requisites: Digital Info Tech, Digital Design 1 |
| This course is designed to provide an introduction to game and simulation concepts and careers, the impact game and simulation has on society and industry, and basic game/simulation design concepts such as rule design, play mechanics, and media integration. This course also covers strategies, processes, and methods for conceptualizing a game or simulation application; storyboarding techniques; and development tools. |

| **3D Modeling & Animation Technology**     | 1       | 3dSMax Certification |
| Pre-requisites: Digital Info Tech, Digital Design 1, Teacher recommendation |
| This intermediate course covers fundamental principles of designing a game or a simulation application, rules and strategies of play, conditional branching, design and development constraints, use of sound and animation, design tools, and implementation issues. Market research, product design documentation, storyboarding, proposal development, and presentation of a project report are included in this course. |
### Animation Visual Design  
1 Credit  
ToonBoom Certification

The course content includes but is not limited to practical experiences in game/simulation/animation conceptualization, design, storyboarding, development methodologies, 2D/3D animation design and production, and implementation issues. Specialized skills involving graphic animation software are used to produce a variety of two and three dimensional components.

### Creative Photography 2  
1 Credit

**Pre-requisites:** Digital Info Tech, Digital Design 1, Creative Photography 1, Teacher recommendation

This introductory course is designed to explore the aesthetic foundations of art making using beginning photography techniques. Students become familiar with the basic mechanics of a camera, including lens and shutter operation, compositional foundations, printing an image for display, and evaluating a successful print. Adobe Photoshop will be used to edit student photographs and to create artistic photography projects.

### AP Photography  
1 Credit  
AP exam

**Pre-requisites:** Digital Info Tech, Digital Design 1, Creative Photography 1, Teacher recommendation

Students in this course will work on developing a portfolio of photographic work that is personal and shows depth of understanding of the elements and principles of art and design. Research and experimentation with photography processes will be required for successful completion of the course.

### Digital Design 3  
1 Credit

**Pre-requisites:** Digital Info Tech, Digital Design 1&2, Teacher recommendation

This course is continues the development of industry standard skills required for careers in digital publishing and graphic design. The content includes the use of a variety of software and equipment to perform digital publishing and digital imaging activities as well as communication, collaboration and decision-making activities; critical thinking; and problem solving.

### TV Production 2  
1 Credit

**Pre-requisites:** Digital Info Tech, Visual Technology 1, TV Pro 1, Teacher recommendation

This purpose of this course is to continue to develop student skills in video creation. Students enrolled in this course will work as student reporters, videographers, editors and associate producers on the Panther 4 news show.
Game & Simulation Design

1 Credit

Pre-requisites: Digital Info Tech, Game & Sim Foundations, Teacher recommendation

This intermediate course covers fundamental principles of designing a game or a simulation application, rules and strategies of play, conditional branching, design and development constraints, use of sound and animation, design tools, and implementation issues. Market research, product design documentation, storyboarding, proposal development, and presentation of a project report are included in this course.

User Interface (Web) Design 1

1 Credit

Pre-requisites: Digital Info Tech, Foundation of Web Design, Teacher recommendation

This intermediate course provides students the opportunity to further develop design techniques and HTML and CSS coding to create web pages. Students will plan and implement multi-page websites featuring graphics, pictures, and galleries.

Senior Year

Any courses from previous years not already taken PLUS

Digital Design 4

1 Credit

Pre-requisites: Digital Info Tech, Digital Design 1, 2 & 3, Teacher recommendation

This course is continues the development of industry standard skills required for careers in digital publishing and graphic design. The content includes the use of a variety of software and equipment to perform digital publishing and digital imaging activities as well as communication, collaboration and decision-making activities; critical thinking; and problem solving.

TV Production 3 (News Crew)

1 Credit

Pre-requisites: Digital Info Tech, Visual Technology 1, TV Pro 1 & 2, Teacher recommendation

This purpose of this course is to continue to develop student skills in broadcast journalism. Students enrolled in this course will work as student reporters, videographers, editors and producers on the Panther 4 news show. They will perform tasks both in the control room and studio.

Web Scripting Fundamentals

1 Credit

Pre-requisites: Digital Info Tech, Foundation of Web Design, Web Design 1, Teacher recommendation

This intermediate course provides students the opportunity to further develop design techniques and HTML and CSS coding to create web pages. Students will plan and implement multi-page websites featuring graphics, pictures, and galleries.