MEDIA ARTS

@CYPRESS LAKE HIGH SCHOOL

PROGRAMS OF STUDY:

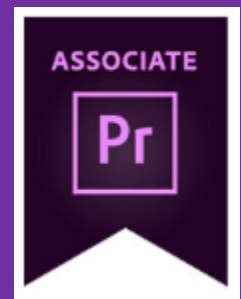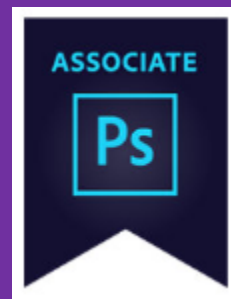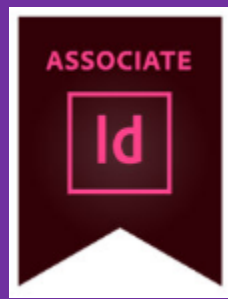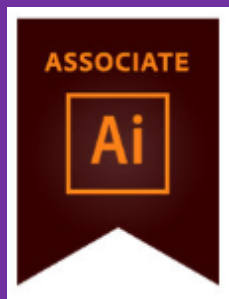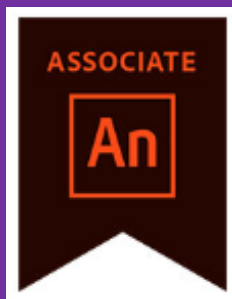ANIMATION

DIGITAL DESIGN

CREATIVE PHOTOGRAPHY

GAME & SIMULATION DEVELOPMENT

TELEVISION PRODUCTION

CERTIFICATIONS AVAILABLE:

ADOBE ANIMATE
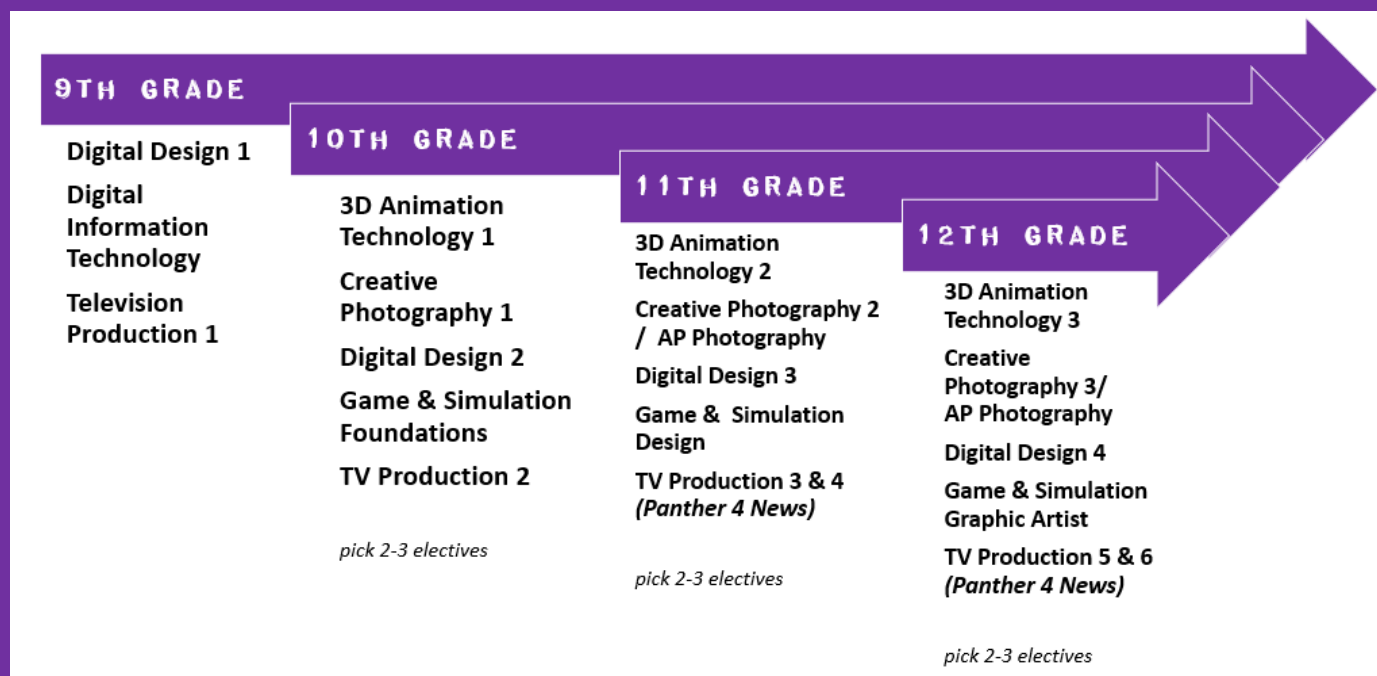
ADOBE ILLUSTRATOR

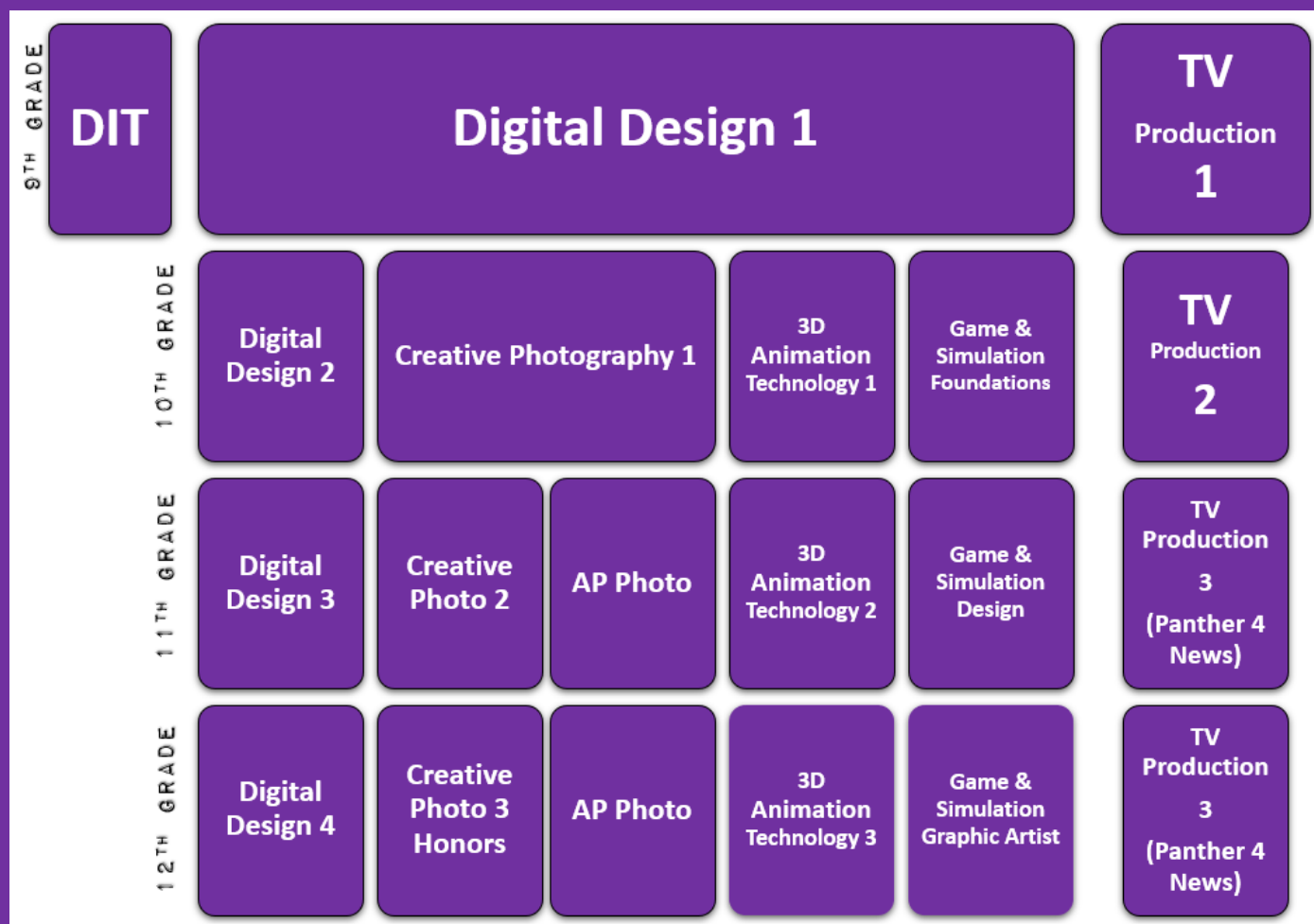ADOBE INDESIGN

ADOBE PHOTOSHOP

ADOBE PREMIERE PRO

TOON BOOM STORYBOARD PRO

PROGRESSION PLAN

9TH GRADE

- Digital Design 1
- Digital Information Technology
- Television Production 1

10TH GRADE

- 3D Animation Technology 1
- Creative Photography 1
- Digital Design 2
- Game & Simulation Foundations
- TV Production 2

pick 2-3 electives

11TH GRADE

- 3D Animation Technology 2
- Creative Photography 2 / AP Photography
- Digital Design 3
- Game & Simulation Design
- TV Production 3 & 4 *(Panther 4 News)*

pick 2-3 electives

12TH GRADE

- 3D Animation Technology 3
- Creative Photography 3/ AP Photography
- Digital Design 4
- Game & Simulation Graphic Artist
- TV Production 5 & 6 *(Panther 4 News)*

pick 2-3 electives

PREREQUISITES

9TH GRADE	DIT	Digital Design 1				TV Production 1
10TH GRADE		Digital Design 2	Creative Photography 1	3D Animation Technology 1	Game & Simulation Foundations	TV Production 2
11TH GRADE		Digital Design 3	Creative Photo 2	AP Photo	3D Animation Technology 2	Game & Simulation Design	TV Production 3 (Panther 4 News)
12TH GRADE		Digital Design 4	Creative Photo 3 Honors	AP Photo	3D Animation Technology 3	Game & Simulation Graphic Artist	TV Production 3 (Panther 4 News)

MEDIA ARTS
PROGRAM OF STUDIES
@CYPRESS LAKE HIGH SCHOOL

FRESHMAN YEAR

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.

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.

Television Production 1   1 Credit   Adobe Premiere Pro 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. ToonBoom Storyboard Pro will be used for pre-production and 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   Adobe Photoshop Certification

Pre-requisites: Digital Info Tech, Digital Design 1, OR 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.

Digital Design 2   1 Credit   Adobe Photoshop Certification

Pre-requisites: Digital Info Tech, Digital Design 1, OR Teacher recommendation

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.

Game & Simulation Foundations   1 Credit   Gamemaker Certification

Pre-requisites: Digital Info Tech, Digital Design 1, OR Teacher recommendation

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 Animation Technology 1   1 Credit   Adobe Animate Certification

Pre-requisites: Digital Info Tech, Digital Design 1, OR 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.

Television Production 2   1 Credit   Adobe Premiere Certification

Pre-requisites: Digital Info Tech, TV Production 1, OR 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 products through the single or combined use of computers, digital cameras, digital video cameras, new media, and emerging technologies.

JUNIOR YEAR   **Any courses from previous years not already taken PLUS**

Creative Photography 2   1 Credit

Pre-requisites: Creative Photography 1 OR Teacher recommendation

This intermediate course is designed to explore the student's personal aesthetic of art making using advanced photography techniques. Students expand from the basic mechanics and elements of artistic photography. Students will be required to travel to locations, arrange models, and manage personal as

well as school equipment, Adobe Lightroom will be used to edit student photographs and to create artistic photography projects.

AP Photography   1 Credit   AP exam

Pre-requisited: Creative Photography 1 AND 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. Students will be required to travel to locations, arrange models, and manage personal as well as school equipment, Adobe Lightroom will be used to edit student photographs and to create artistic photography projects.

Digital Design 3   1 Credit   Adobe InDesign Certification

Pre-requisites: Digital Design 1&2, AND 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.

Game & Simulation Design   1 Credit

Pre-requisites: Game & Sim Foundations, AND 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.

3D Animation Technology 2   1 Credit   ToonBoom Storyboard Pro Certification

Pre-requisites: 3D Animation 1, OR Teacher recommendation

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.

Television Production 3 (News Crew)   1 Credit   ToonBoom Storyboard Pro Certification

Pre-requisites: TV Production 1 & 2, AND 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.

SENIOR YEAR **Any courses from previous years not already taken PLUS**

Creative Photography 3 Honors 1 Credit

Pre-requisites: Creative Photography 2 OR AP Photography AND Teacher recommendation

This advanced course will provide students access to film photography and darkroom development. Students will work to create a strong portfolio of work to present for college scholarships, professional internships, or personal growth development.

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.

Game & Simulation Graphic Design 1 Credit

Pre-requisites: Game & Sim Design, AND Teacher recommendation

This advanced course allows the student to design and code their own games using skills and techniques from previous year's lessons. Students will work and collaborative in a team to make multi-level, player immersion games using industry standard programs.

Television Production 4 (News Crew) 1 Credit Adobe Animate Certification

Pre-requisites: TV Production 3, AND Teacher recommendation

The 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.