

# Multimedia 12

## Unifying Concepts

Students will be expected to

- A. create, manipulate, and critically reflect on digital and electronic images suitable for multimedia products
- B. create, manipulate, and critically reflect on digital and electronic time-based images suitable for multimedia products
- C. create, manipulate, and critically reflect on sound products suitable for multimedia products
- D. create, manipulate, and critically reflect on multimedia products as reflective members of a collaborative culture

## Specific Curriculum Outcomes

Students will be expected to

### Module 1: Creating and Manipulating Images

- 1.1 apply techniques and procedures needed to manipulate images (including text) in a range of media, including digital and electronic media
- 1.2 demonstrate an understanding of the cultural, historical, and emotional impact of other people's images by examining their form and content
- 1.3 demonstrate an awareness of the procedures involved in the production of images in a range of digital and electronic media
- 1.4 apply principles of art and design to create digital and electronic images
- 1.5 construct digital and electronic images which communicate ideas and concepts

### Module 2: Creating and Manipulating Motion Graphics

- 2.1 apply techniques and procedures needed to create motion graphics
- 2.2 demonstrate an understanding of the cultural, historical, and emotional impact of other people's motion graphics by examining their form and content
- 2.3 demonstrate an awareness of the procedures involved in the production of motion graphics in a range of digital and electronic media
- 2.4 apply principles of art and design to create motion graphics
- 2.5 constructed motion graphics which communicate ideas and concepts

## Module 3: Sound

- 3.1 create and manipulate sound products from a range of sources, including music, narration, and effects
- 3.2 demonstrate an understanding of the cultural, historical, and emotional impact of other people's sound products by examining their form and content; and relationship or potential relationship to other multimedia elements
- 3.3 demonstrate an awareness of the procedures involved in the production and application of sound products in a range of media
- 3.4 apply principles of art and design to create sound products
- 3.5 construct and manipulate sound products which communicate ideas and concepts

## Module 4: Collaborative Project and Personal Portfolio

- 4.1 apply skills, principles, techniques, and processes of art and design to communicate ideas and concepts to an identified audience for an specified purpose
- 4.2 demonstrate an understanding of the cultural, historical, and emotional impact of other people's multimedia products by examining their form and content, audience and purpose
- 4.3 collaboratively create a customized multimedia authored project using software program(s) and external sources
- 4.4 independently select, organize and refine a range of multimedia products that illustrate learning throughout the course to create a multimedia-authored personal portfolio
- 4.5 explore various educational and career paths in multimedia-related fields