

Graphic Multimedia Technology- TGJ3M

Course Information & Evaluation 2019-2020

This course examines communications technology from a media perspective. Students will develop knowledge and skills as they design and produce media projects in the areas of live, recorded, and graphic communications. These areas may include TV, video, and movie production; radio and audio production; print and graphic communications; photography; digital imaging; broadcast journalism; and interactive new media, and film making. Students will also develop an awareness of related environmental and societal issues, and will explore college and university programs and career opportunities in the various communications technology fields. **Note:** this is a Communications Technologies SHSM path class. *PREREQUISITE: None*

<p>Overall Expectations</p> <p>Fundamentals</p> <p>A1. demonstrate an understanding of the core concepts, techniques, and skills required to produce a range of communications media products and services;</p> <p>A2. demonstrate an understanding of different types of equipment and software and how they are used to perform a range of communications technology operations and tasks;</p> <p>A3. demonstrate an understanding of technical terminology, scientific concepts, and mathematical concepts used in communications technology and apply them to the creation of media products;</p> <p>A4. demonstrate an understanding of and apply the interpersonal and communication skills necessary to work in a team environment.</p> <p>Skills</p> <p>B1. apply project management techniques to develop communications technology products effectively in a team environment;</p> <p>B2. apply a design process or other problem-solving processes or strategies to meet a range of challenges in communications technology;</p> <p>B3. create productions that demonstrate competence in the application of creative and technical skills and incorporate current standards, processes, formats, and technologies.</p> <p>Technology, The Environment & Society</p> <p>C1. describe the impact of current communications media technologies and activities on the environment and identify ways of reducing harmful effects;</p> <p>C2. demonstrate an understanding of the social effects of current communications media technologies and the importance of respecting cultural and societal diversity in the production of media projects.</p> <p>Professional Practice & Careers</p> <p>D1. demonstrate an understanding of and apply safe work practices when performing communications technology tasks;</p> <p>D2. demonstrate an understanding of and adhere to legal requirements and ethical standards relating to the communications technology industry;</p> <p>D3. identify careers in communications technology for which postsecondary education is required or advantageous, and describe college and university programs that prepare students for entry into these occupations.</p>	<p>Strands/Units Topics</p> <table border="1"> <tr> <td>1. Introduction Principles of Advanced Multimedia Design</td> <td>7. Preparing Graphic Content for Video</td> </tr> <tr> <td>2. Introduction to Photoshop</td> <td>8. 2D and 3D animation techniques</td> </tr> <tr> <td>3. Introduction to Illustrator</td> <td>9. Introduction to Typography</td> </tr> <tr> <td>4. Introduction to 3D Rendering and Animation with Cinema 4D, Blender, and other 3D apps</td> <td>10. Introduction to Adobe AfterEffects CS6 for Graphic Communications</td> </tr> <tr> <td>5. Virtual and interactive design introduction</td> <td>11. Web design introduction</td> </tr> <tr> <td>6. Effective 2D and 3D Imaging</td> <td>12. Future Technologies and Opportunities</td> </tr> <tr> <td></td> <td>13. Summative(s)</td> </tr> </table>		1. Introduction Principles of Advanced Multimedia Design	7. Preparing Graphic Content for Video	2. Introduction to Photoshop	8. 2D and 3D animation techniques	3. Introduction to Illustrator	9. Introduction to Typography	4. Introduction to 3D Rendering and Animation with Cinema 4D, Blender, and other 3D apps	10. Introduction to Adobe AfterEffects CS6 for Graphic Communications	5. Virtual and interactive design introduction	11. Web design introduction	6. Effective 2D and 3D Imaging	12. Future Technologies and Opportunities		13. Summative(s)
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	<p>Important note: This class is a combined Dual Credit program through an Algonquin College professor. By the end of this semester you will not only have earned a High School credit, but a post-secondary credit through Algonquin College</p>															
	<p>Course Text and Reference Resources</p> <p>Adobe Photoshop CS5 Classroom in a Book, Adobe InDesign CS5 Classroom in a Book, Adobe Press Photoshop, Indesign, and online training videos</p>															
<p>Assessment & Evaluation Policy</p> <p>Refer to the attached SWL Assessment and Evaluation Policy April 2011</p>																
<p>Attendance Policy</p> <p>Students are responsible for catching up on class notes and completing any assignments or tasks involving equipment for which they were absent. It is up to the students to ask the instructor what they missed when they return. Parents will be contacted for any student who skips class. After three such skips, the student will be referred to the Vice-Principal.</p>																
<p>70% Formative Evaluation</p> <p>Student evaluation is based on the Overall Expectation found in the Ontario Curriculum using various forms, such as, but not limited to, quizzes, tests, assignments, projects, presentations, safety practices, and activities.</p>																
<p>30% Summative Evaluation</p> <p>Each student will complete up to <u>two</u> summative projects representing 30% of their mark.</p> <p>Certain forms of these summative evaluations (exams, final tests, performance based tasks, etc.) are time sensitive. This means they must be completed at and within a specific time. Students <u>must</u> be present for these summative evaluations. Any absence will result in a mark of zero, unless validated by an official certificate. (ex. Medical Certificate). Students and parents will be informed well in advance of summative evaluation dates.</p>																
<p>Instructor(s) Mr. S.A.Molnar</p>																
<p>Classroom Expectations</p> <p>1. Students are expected to be willing and active participants in all course activities. This includes completing all assignments both on time and with sufficient effort, and honoring all of their commitments. Every student is expected to keep a neat, well-organized notebook or portfolio</p> <p>2. Students will contribute to a positive learning environment by: • practicing safe work habits at all times • being respectful to others and respecting their property • treating all equipment with care and ensuring proper knowledge of its operation • reporting unsafe or hazardous situations to the instructor • reporting software or equipment problems to the instructor • cleaning up their workspace and putting everything away before they leave the class* Electronic storage devices and headphones can be used at the discretion of the teacher * No food or drink is permitted in any of the equipment areas.</p>																

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