

Arts, AV Tech and Communications

Certifications/Licensures:

Adobe Photoshop, Adobe InDesign, Adobe Illustrator, Maya, and Adobe Flash

Endorsement Business & Industry

Clubs:

SKILLS USA



As Shakespeare observed, all the world's a stage. Whether its music, painting, drawing, sculpting, writing, dancing or any other genre, artistic expression is all around us – on TV, radio, at the movies, in art galleries, and on the Web. People who work in the Art, A/V Technology, and Communications cluster may entertain and inform through an ever-growing array of new media forms such as cell phone ringtones, text messaging, and shared online videos. A world of audio-visual (A/V) technology and communications professionals – including producers and directors, print and electronic journalists, website designers, video game programmers, and multimedia artists – makes it all possible. If you have a calling to be creative, yearn to express yourself, or love using new technologies, then Arts, A/V Technology and Communications may be the right cluster for you.

Principles of Technology (9-10) 1 credit

Computer Technician Focus	AV Production Focus	Commercial Photography Focus	Digital Audio Focus	Fashion Design Focus	Graphic Design Focus	Printing & Imaging Focus
Animation I (10-11) 1 credit	Audio Video Production I (10-11) 1 credit	Commercial Photography I (10-11) 1 credit	Digital Audio Technology I (10-11) 1 credit	Fashion Design I (10-11) 1 credit	Graphic Design I (10-11) 1 credit	Printing & Imaging Technology I (10-11) 1 credit
^ Animation I Lab (10-11) 1 credit	^ Audio Video Production I Lab (10-11) 1 credit	^ Commercial Photography I Lab (10-11) 1 credit	^ Digital Audio Technology II (11-12) 1 credit	^ Fashion Design I Lab (10-11) 1 credit	^ Graphic Design I Lab (10-11) 1 credit	Printing & Imaging Technology II (11-12) 2 credits
Animation II (11-12) 1 credit	Audio Video Production II (11-12) 1 credit	Commercial Photography II (11-12) 1 credit		Fashion Design II (11-12) 1 credit	Graphic Design II (11-12) 1 credit	Practicum in Printing & Imaging Technology II (12) 2 credits
^^ Animation II Lab (11-12) 1 credit	^^ Audio Video Production II Lab (11-12) 1 credit	^^ Commercial Photography II Lab (11-12) 1 credit		^^ Fashion Design II Lab (11-12) 1 credit	^^ Graphic Design II Lab (11-12) 2 credits	
Practicum in Animation (12) 2 credits	Practicum in Audio Video Production (12) 2 credits	Practicum in Commercial Photography (12) 2 credits		Practicum Fashion Design (12) 2 credits	Practicum in Graphic Design (12) 2 credits	
^^^ Extended Practicum in Animation (12) 1 credit	^^^ Extended Practicum in Audio Video Production (12) 1 credit	^^^ Extended Practicum in Commercial Photography (12) 1 credit		^^^ Extended Practicum in Fashion Design (12) 1 credit	^^^ Extended Practicum in Graphic Design (12) 1 credits	Video Game Design (10-12) 1 credit * Can be taken anytime after Principles of AV

^, ^^, ^^^ Must be taken concurrently with class listed above it.