Course Name:	**Film 2**					
Course Description:	Students will take film/video production and broadcast to the next level. Using digital A/V tools they will produce film/video and news projects expressing their creative process and demonstrating their knowledge and understanding of pre-production, production, and post-production in the areas of film/video and broadcast media. Integrated throughout the course are career preparation standards such as communication skills, interpersonal skills, problem solving and other employment skills.					
Pre-Requisite	**Introduction to Film and Theory**					
	To be introduced Semester 1		**Addressed all year**	**To be introduced semseter 2**		
CREATING	**Semester One:**			**Semester Two:**		
Overarching Concepts	**Knowledge**	**Skills**	**Practices**	**Knowledge**	**Skills**	**Practices**
Creative Process	Creating original artwork	Cycle of Creating: Ideas - Create - Critique - Ideas - Continue	Research - use other perspective with own art for various contexts			
	Personal & Original ideas	Enhance and increase proficiencies to edit, create, and manipulate digital images.	Collaboration			
	Understanding of the tools necessary to create artwork					
Peresonal Aesthetics	Other artists/Processes/styles	Cycle of Creating: Darkroom - Alternative - Digital Processed Formats				
	Cultural content influences					
	Artistic Goals: Intention & Decisions, Mood, Composition	Ability to critique one's work to create the overall/successful portfolio of work				
	Portfolio/Selection of Final Work					
Design	Expand knowledge of design process	idea with intention - dealing with moods and overall design				
		Applications and software				
		Critique and visual literacy				
		Creative / personable skills				
		Perspectives				
		Develop and increase craftmanship				
		Increase use of digital camera techniques: New technologies, industry standard equipment				
		Increased use of sophisticated lighting techniques based on various genres/styles				
PRESENTING	**Semester One:**			**Semester Two:**		
Overarching Concepts	**Knowledge**	**Skills**	**Practices**	**Knowledge**	**Skills**	**Practices**
Increased knowledge of how to edit and manipulate digital imagery	Portraits	Expanded use of film/DSLR camera effectively	Research			
	Still life's	Produce and generate ideas				
	Photo editing software: Camera raw; manipulations	Design process	Brainstorming - Critiques			
Advanced communication	Ideas, themes, emotions, visually conceptual ideas	Advanced Lighting & camera skills				
Personal voice/style				Concentration	Develop own personal body of work	Presentation: organization, classifications
Curation				Understanding audience	Photo paper types: i.e., gloss, luster, satin, metalic	
				Artist voice/style	Photo transfers onto types of non-traditional materials	
				Themes, moods, conceptual	Framing and Matting	
				Artist Statements & Programs (pamphlets)	Hanging devices (sawtooth, wire)	
				Virtual Galleries	Digital Media Platforms	Digital citizenship, Copyright, Levels of privacy
RESPONDING	**Semester One:**			**Semester Two:**		
Overarching Concepts	**Knowledge**	**Skills**	**Practices**	**Knowledge**	**Skills**	**Practices**
Evaluation	Contemporary Styles and Artists	Expand design process using sophisticated methods and techniques	Critiques for the development of individual styles and artistic voice			

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		Critiques	Evaluate social impact or personal art expressions			
Analysis		Use of Elements of Art and Principles of Design to analyze artwork				
CONNECTING	**Semester One**			**Semester Two**		
Overarching Concepts	**Knowledge**	**Skills**	**Practices**	**Knowledge**	**Skills**	**Practices**
Contemporary Issues	Social Problems	Research	Adaption: Creative Problem Solving			Adaption: Creative Problem Solving
	Social Impact	Role of the audience	Flexibility			Flexibility
Career Exploration	Photographer	Explore and develop a career plan	Explore and collaborate across disciplines			Explore and collaborate across disciplines
	Photo journalist		Customized use of technologies and equipment to produce intential outcomes	Marketing materials		
	Stock photography Galleries Critic Curator Film					
Community Outreach	University Programs			Internships	Job shadowing	

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