

COMMUNICATIONS

T52111 Design Fundamentals (4834)

Open to grades 9-12

2 semesters, 1 credit per semester

Meets requirements of: THD, AHD, Core 40

Note: Fulfills a FA credit

Dual Credit may be available

Design Fundamentals introduces students to fundamental design theory. Investigations into design theory and color dynamics will provide experiences in applying design theory, ideas and creative problem solving in the areas of communication technology. Student experiences will encompass aspects of art in communication, integration of art in communication, and incorporate literacy and presentation skills.

T62321 & T62311 Graphic Design I & Principles (7141 & 7140)

Must take both concurrently

Open to grades 10-12

2 semesters, 2 credits per semester

Meets requirements of: THD, AHD, Core 40

Recommendation(s): Design Fundamentals

Dual Credit may be available

In Graphic Design I more emphasis will be placed on color and full color process printing. Larger sized projects to fit the larger offset presses will also be included. This course also includes organized learning experiences that incorporate a variety of visual art techniques as they relate to the design and execution of layouts and illustrations for advertising, displays, promotional materials, and instructional manuals. Instruction also covers advertising theory and preparation of copy, lettering, posters, and artwork in addition to incorporation of photographic images. Communication skills will be emphasized through the study of effective methods used to design commercial products that impart information and ideas. Advanced instruction might also include experiences in various printing processes as well as activities in designing product packaging and commercial displays or exhibits.

T62331 & T62341 Graphic Design II & Capstone (5550 & 7246)

Must take both concurrently

Open to grades 11-12

2 semesters, 2 credits per semester

Meets requirements of: THD, AHD, Core 40

Prerequisite(s): Graphic Design I & Principles

Graphic Imaging Technology will include organized learning experiences that focus on theory and laboratory activities in pre-press, press, and finishing operations. Emphasis will be placed on elements of design and layout leading to computerized electronic image generation, plate preparation, pressroom operations, and finishing techniques. Instructional activities will enhance students' language arts skills through the use of proofreading, spelling, and punctuation exercises. The course will include actual production processes in conjunction with classroom assignments embracing the technologies of printing, publishing, packaging, electronic imaging, and their allied industries.

T6240I Introduction to Animation (4790)

Open to grades 9-12

2 semesters, 1 credit per semester

Meets requirements of: THD, AHD, Core 40

Introduction to Animation is a course designed to provide a foundational knowledge of the process behind 3D modeling and animation. This course explores the application of the tools, materials, and techniques used to design, produce, use, and evaluate animations. Students will produce traditional and digital media as they apply the principles of animation and design that they will learn in this course. This course will also explore the history of animation and its applications over the past several years. Major goals of this course include building foundational skills in 3D software, learning the workflow for creating 3D models and animation, and learning different ways to apply these tools and concepts to their creative work. Students will have the opportunity to learn industry-standard software including the Adobe Creative Suite, Blender, Substance 3D Painter, and more. Students will utilize the principles of animation and a foundational understanding in 3D software in their creative projects.

T6242I & T6241I 3-D Animation I & Principles (714I & 7140)

Must take both concurrently

Open to grades 10-12

2 semesters, 2 credits per semester

Meets requirements of: THD, AHD, Core 40

Recommendation(s): Introduction to Animation

Dual Credit may be available

3D Animation I introduces and explores three-dimensional animation techniques as used by the animation and graphics industry today. This course applies the use of various 3D and 2D graphics software in order to create digital images and videos. Course assignments stress the use of modern animation pipeline techniques including but not limited to 3D modeling, materials and texturing, lighting, rendering, keyframe animation, and visual effects. Students will be responsible for the design, development, and production of graphics and video based digital animation products.

T6243I & T6244I 3D Animation II & Capstone (7138 & 7246)

Must take both concurrently

Open to grades 11-12

2 semesters, 2 credits per semester

Meets requirements of: THD, AHD, Core 40

Prerequisite(s): 3D Animation I & Principles

Recommendation(s): Introduction to Animation

Dual Credit may be available

3D Animation II builds on the foundational skills developed in the 3D Animation I course. Students will learn more advanced techniques for 3D modeling, texturing and material generation, animation, lighting, rendering, and video production. This course will also cover more advanced techniques in 3D graphics including character creation, rigging, character animation, physics simulations, and visual effects. Students will be responsible for the design, development, and production of high-quality graphics and video based digital animation products.

T62102 Introduction to Radio & Television (4790)

Open to grades 9-12

***meets at East**

2 semesters, 1 credit hour per semester

Meets requirements of THD, AHD, Core 40

This course sets the foundation for good storytelling by introducing the concepts of radio and television broadcasting. All forms of television field production are taught, including how to properly shoot video, interview subjects, light scenes, write for broadcast, and care for equipment. Students will also learn how to properly edit both video and audio using the Adobe Creative Suite, including Premiere Pro and Audition. Hands-on experience in both the control room and the studio with the Carbonite video switcher, Xpression graphics, the audio mixer and studio cameras is also included. Radio instruction consists of training on industry standard software (WireReady), scripting for radio, interviewing, and an introduction to podcasting.

T6212I & T6211I Radio & Television I & Principles: East (7306 & 7139)

Must take both concurrently

Open to grades 10-12

2 semesters, 2 credits per semester

Meets requirements of: THD, AHD, Core 40

Recommendation(s): Introduction to Radio & Television

Dual Credit may be available

Radio and Television I provides instruction to develop competencies in various communication, marketing, media, production, and technical functions and tasks performed by employees, including management personnel in TV broadcasting and telecommunications occupations. Instructional strategies include hands-on activities where students create commercials, TV broadcasts, sportscasts, new programs, and other production related projects.

T6213I & T6214I Radio and Television II & Capstone: East (7307 & 7308)

Must take both concurrently

Open to grades 11-12

2 semesters, 2 credits per semester

Meets requirements of: THD, AHD, Core 40

Prerequisite(s): Radio and Television I & Principles

Dual Credit may be available

This course continues to develop and enhance storytelling competencies utilizing both media formats - radio and television. Emphasis is placed on scripting, on-air delivery, television producing, advanced editing, writing, and TV directing. Event coverage, news reporting, and full production projects are required in both media. Radio projects include the development, scheduling, production, and formatting of school announcements and podcasts. Note: Student crew members will often be required to cover events outside of the school day.

T6222I & T6221I Radio and Television I: BNN & Principles North (7306 & 7139)

Must take both concurrently

Open to grades 10-12

2 semesters, 2 credits per semester

Meets requirements: THD, AHD, Core 40

Application, interview and portfolio required for crew positions.

Note: Student crew members are often required to spend several hours before and after school.

Radio and Television I provides instruction to develop and competencies in various communication, marketing, media, production and technical functions and tasks performed by employees, including management personnel in TV broadcasting and telecommunications occupations. Instructional strategies include hands-on activities where students create commercials, TV broadcasts, sportscasts, new programs and other production related projects.

T6223 I & T6224 I Radio and Television II: BNN & Capstone North (7307 & 7308)

Must take both concurrently

Open to grades 11-12

2 semesters, 2 credits per semester

Meets requirements: THD, AHD, Core 40

Prerequisite(s): BNN I & Principles

Application, interview and portfolio required for crew positions.

Note: Student crew members are often required to spend several hours before and after school.

Radio and Television I provides instruction to develop and enhance competencies in various communication, marketing, media, production and technical functions and tasks performed by employees, including management personnel in TV broadcasting and telecommunications occupations. Emphasis is placed on production, motion graphics (Adobe Creative Suite), programming, broadcast writing, broadcast reporting and broadcast equipment operation. Instructional strategies include hands-on activities where students create commercials, TV broadcasts, sportscasts, new programs and other production related projects.