

Syllabus: Multimedia Technology

Level	300 Level; 3 year program
Teacher	Mr. Christopher Tully
Textbooks	<i>Video Basics text book</i> , Zettl <i>Video Basics workbook</i> , Zettl <i>Apple Pro Training Series: Motion</i> <i>Adobe Classroom in a Book: After Effects</i>
Materials	pen/pencil, paper/notebook, large 4-inch binder, headphones w/1/8 male connector and 1/4 inch stereo adapter, 20 mini DV tapes, box of DVD-R disks, 10 CD-R discs, 10 CD-RW disks, \$20 Activity Fee
Standards	A 90%-100% B 80%-89% C 70%-79% D 60%-69% F < 0%
Required:	<ul style="list-style-type: none">• Parent and student signatures on Internet Agreement Form• Parent and student signatures on Student Handbook• Email from parent which includes all contact information

Grading

Item	%
Knowledge/Skill/Application	75%
Attitude	25%

Students must attend school on a regular basis. Students who are absent must bring in an absent note. Students who do not bring in written notification verifying their absence may not receive credit for missed work.

The following constitute valid (“excused”) reasons for lateness to or absence from school:

- Personal injury or illness
- Family emergency that requires your presence (Note: emergency will be interpreted strictly)
- Funeral of a family member or friend
- Doctor/dentist appointment that cannot be scheduled outside the school day.
- Pre-approved family vacations
- Other similar reasons approved by an administrator

Course Description/Objectives:

This program introduces students to the art and science of multimedia technology. Students learn several types of media productions while developing a full understanding of hardware, software and the equipment necessary for delivering effective presentations for business, industry, and entertainment.

Instruction includes training in concept design, video production, television production, audio production, web design, electronic computer imaging, and presentation technology. A variety of computer software applications are taught including Final Cut Pro HD, ProTools HD, SoundTrack, LiveType, Motion, DVD Studio Pro, Adobe Photoshop, Adobe Illustrator, Adobe GoLive, Adobe After Effects, Adobe Acrobat, Macromedia

Flash, Macromedia Dreamweaver, and Macromedia Fireworks. Students are prepared to obtain certification in each of the aforementioned applications.

Using state-of-the-art digital technology, students will apply their knowledge to create quality media productions for broadcast, DVD, the web, corporate video-based communications, and computer-based presentation technology. In addition, students will receive instruction in Internet Technology and Website development. This course provides comprehensive hands-on experience with the Internet through instruction in HTML, website development, project management, and Web Interactivity. Clustered learning experiences are offered in collaboration with the Commercial Art & Design and Computer & Internet Technology pathways as part of the Arts, A/V Technology, & Communications career cluster.

Course Outline (Subject to Change)

As a student based enterprise, the Multimedia Technology program often receives requests for video, audio, graphic, and web design productions. Students in this level will be responsible for completing these projects. This includes, but is not limited to, the following:

- TV Shows
- Recording Sessions
- Promotional Videos
- Educational Videos
- Video Duplications
- Multimedia Presentations

In addition, the students will continue their educational experience by learning/mastering any equipment/computer applications previously taught. Students will be responsible for creating a proposal/milestones for independent projects, as well as weekly calendars that describe their intended goals for that week.

Below is a prescribed curriculum for students who wish to continue a multidisciplinary education.

1st Marking Period

Week	Text	Chapter	Activities
Week 1	<i>Zettl's Video Basics</i>	Chapter 10	Switcher and Switching Intro to the TV Studio TV Production – 1 Switching
Week 2			TV Production – 1 Switching
Week 3	<i>Zettl's Video Basics</i>	Chapter 14	Production Environment: The Studio TV Production – 2 Create a set

Week 4TV Production – 2
Create a set**Week 5** *Zettl's Video Basics*

Chapter 16

Talent, Clothing, and
Makeup

Chapter 17

Putting it all together:
Directing
TV Production – 3
Using Talent Cues
and Teleprompter**Week 6**TV Production – 3
Using Talent Cues
and Teleprompter

Note: Due to the uncertainty of the length of requested projects, the remainder of the calendar cannot be scheduled into weeks. The students will simply be responsible for the completion of each training section.

Apple Final Cut Pro Advanced*Apple Pro Training Series*

Lesson 1

Applied Editing

Apple Pro Training Series

Lesson 2

Advanced Trimming

Apple Pro Training Series

Bonus

Cutting Interview
Footage*Apple Pro Training Series*

Lesson 3

Motion Effects

Apple Pro Training Series

Lesson 4

Customizing Motion and
Filter Effects*Apple Pro Training Series*

Lesson 5

Variable Speed

Apple Pro Training Series

Lesson 6

Nesting Sequences

Apple Pro Training Series

Lesson 7

Composite Modes

Apple Pro Training Series

Lesson 8

Travel Matte

Apple Pro Training Series

Lesson 9

Keying

Apple Pro Training Series

Lesson 10

Evaluating Video Images

Apple Pro Training Series

Lesson 11

Color-Correcting

Contrast

Apple Pro Training Series

Lesson 12

Color Balancing

Apple Pro Training Series

Lesson 13

Color Correcting for
Scene Continuity

<i>Apple Pro Training Series</i>	Lesson 14	Secondary Color Correction
<i>Apple Pro Training Series</i>	Lesson 15	Working with Soundtrack
<i>Apple Pro Training Series</i>	Lesson 16	Using Soundtrack with Final Cut Pro
<i>Apple Pro Training Series</i>	Lesson 17	Audio Finishing
<i>Apple Pro Training Series</i>	Lesson 18	Configuring Audio Output
<i>Apple Pro Training Series</i>	Lesson 19	Using LiveType with Final Cut Pro
<i>Apple Pro Training Series</i>	Bonus	Create a Motion Menu
<i>Apple Pro Training Series</i>	Lesson 20	Animated Type Effects
<i>Apple Pro Training Series</i>	Lesson 21	Advanced Clip Management
<i>Apple Pro Training Series</i>	Lesson 22	Managing Media
<i>Apple Pro Training Series</i>	Lesson 23	Encoding and Outputting Video
<i>Apple Pro Training Series</i>	Lesson 24	Working with Cinema Tools
<i>Apple Pro Training Series</i>	Appendix A	24p Editing Basics
<i>Apple Pro Training Series</i>	Appendix B	Working with 16X9
<i>Apple Pro Training Series</i>	Appendix C	Round-Trip Production

Apple Motion

<i>Apple Pro Training Series</i>	Lesson 1	A Tour of Motion
<i>Apple Pro Training Series</i>	Lesson 2	Using Generators
<i>Apple Pro Training Series</i>	Lesson 3	Working with Layers and Objects
<i>Apple Pro Training Series</i>	Lesson 4	Using Templates
<i>Apple Pro Training Series</i>	Lesson 5	Particles and Parameter Behaviors
<i>Apple Pro Training Series</i>	Lesson 6	Advanced Particle Design
<i>Apple Pro Training Series</i>	Lesson 7	Using Blend Modes
<i>Apple Pro Training Series</i>	Lesson 8	Drawing Gestures
<i>Apple Pro Training Series</i>	Lesson 9	Keying
<i>Apple Pro Training Series</i>	Lesson 10	Nonlinear Editing
<i>Apple Pro Training Series</i>	Lesson 11	Audio and Markers
<i>Apple Pro Training Series</i>	Lesson 12	Keyframing
<i>Apple Pro Training Series</i>	Lesson 13	Creating Text Effects
<i>Apple Pro Training Series</i>	Lesson 14	Integrating Apple Pro Applications
<i>Apple Pro Training Series</i>	Appendix A	Motion for After Effects Users

Adobe After Effects

<i>Adobe Classroom in a Book</i>	Lesson 1	Creating 2D Elements From Hexagons
<i>Adobe Classroom in a Book</i>	Lesson 2	Building Elements from Squares
<i>Adobe Classroom in a Book</i>	Lesson 3	Animating Circles
<i>Adobe Classroom in a Book</i>	Lesson 4	Building Star-like Elements
<i>Adobe Classroom in a Book</i>	Lesson 5	Working with Text and Numbers
<i>Adobe Classroom in a Book</i>	Lesson 6	Building 3D Hexagon Elements
<i>Adobe Classroom in a Book</i>	Lesson 7	Combining 2D Elements in a Composite
<i>Adobe Classroom in a Book</i>	Lesson 8	Beginning the 3D Composite
<i>Adobe Classroom in a Book</i>	Lesson 9	Finishing the 3D Composite
<i>Adobe Classroom in a Book</i>	Lesson 10	Building the Final Animation
<i>Adobe Classroom in a Book</i>	Lesson 11	The Render Queue and Output Formats

Using the knowledge and skills learned in the 100, 200, and 300 levels, the students are required to complete a DVD Portfolio using DVD@caccess that links to their Web Portfolio. In addition, students are required to complete the National Occupational Testing Institute's Audio/Visual Communications Written and Performance Exam.

I have read and understand the objectives and requirements of the Multimedia Technology 300 Level Program at Middle Bucks Institute of Technology. I understand that this outline is subject to change and can be modified to suit individual learning needs.

 Student Signature / Date

 Parent Signature / Date