

Interactive Media

WHAT CLASSES CAN I TAKE?

*Informational Tech**

This course is designed to provide students with a working knowledge of computer concepts, essential technology and soft skills necessary for work and communication in today's society. Students learn about safety, security and ethical issues in computing and social networking, as well as input/output systems, computer hardware, operating systems and business/technology careers. Students work with the integrated office software application suite, Microsoft Office. Students are also introduced to digital animation, web coding programming and a wide variety of business and technology related applications and tools—resulting in a great introductory and beneficial elective for all high school students.

*Web & Graphic Design**

This course will introduce students to the fundamentals of digital imaging, graphics and web design. Students will learn to create, edit and manipulate digital images/graphics using Adobe Photoshop CC. Use of a digital camera and computer graphics software are important components of this course. Basic text and imaging techniques will be presented, as well as advanced effects and filters. Students will be introduced to animation using Pivot and Adobe Animate CC. Students will learn the dynamics of the Web environment while pursuing an in-depth study of both Hypertext Markup Language (HTML) and Cascading Style Sheets (CSS). Students will design and create dynamic web pages and sites. Topics include customer expectations, usability and accessibility practices, site planning, page layout, navigation, multimedia technologies, graphic design, HTML language, Javascript, animated GIF's, style sheets, forms and scripts. There will be opportunities for students to employ design techniques within web pages for GHS as well as their own personal sites and school projects.

Digital Design

In this course, students will prepare for specializations in photography, animation, illustration, graphic and web design. Students will learn to use advanced editing and multimedia techniques for transforming digital images and artwork, through the use of digital cameras, camcorders, digital scanning equipment, drawing tablets, IPADs and mobile devices. Students learn how to take an original idea, draw it, build it digitally, and produce it for the real world. Students will create, organize, manage and present digital information in a variety of media context forms. The coursework is project based and students will have the opportunity to personalize their learning experiences. Students will produce print, digital and multimedia content for the school and community. Students are exposed to a broad range of powerful design tools from the Adobe Creative Suite, specifically Photoshop, Lightroom, and Illustrator.

Multimedia & Image Design

This course is designed to provide students with opportunities to develop skills to meet the changing needs of today's fast-paced, digital and electronic media-driven business environment. It is important to understand how to take a multimedia approach to capture an audience and deliver a message. Students will apply principles of design and image creation, management procedures, and multimedia techniques as they create, revise, optimize, and export graphics for video, print, and web publishing. The course will address issues related to web-based publishing, social media, and security. Students will explore the application of digital media in business, marketing, education, entertainment and training. The coursework is project based and students will have the opportunity to personalize their learning experiences. Students will produce print, digital and multimedia content for the school and community. Students are exposed to a broad range of powerful design tools from the Adobe Creative Suite, specifically Photoshop, Illustrator, Premier Pro, After Effects, Animate CC and Dreamweaver.

Animation & Design Techniques

Students will design and manipulate digital and interactive media for integration into publication design and layout, web output, use within other software programs or other output considerations. Students will apply design and layout fundamentals to single and multipage products, logos, graphical designs and various forms of visual communication. Students will use industry standard design software while creating layouts for publications of all kinds. Topics include typography, vector and raster imaging, color, color correction, masking, special effects, page layout, PDF creation and editing, timeline-based video editing, file transfer and web production. This course offers an introduction to 2D animation, motion capture and imagery development as it applies to the production of animation, gaming and video. The coursework is project based and students will have the opportunity to personalize their learning experiences. Students are exposed to a broad range of powerful design tools from the Adobe Creative Suite.

*Media & Video Production**

Students will create professional video and audio productions for distribution in traditional and digital media channels. Students will plan, produce, edit, and launch media products. Students will develop scripts and storyboards, compose shots and operate cameras, capture sounds using professional audio hardware, apply lighting instruments and export final media products. Students will be able to use animation and graphic design for video. Students will produce GHS "IMTV" and "The Wave @ GHS" broadcasts, as well as individual and team short films. The coursework is project based and students will have the opportunity to collaborate with school and community partners to personalize their learning experiences. Students are exposed to a broad range of powerful design tools from the Adobe Creative Suite, specifically Premier Pro and After Effects.

**Denotes courses can be applied to electives for completion of the CIS program.*