Florida CTE

Digital Cinema Production 5

Demonstrate knowledge of audio editing software. The student will be able to: 22.0	**1** Identify file formats and storage options. 22.01
	2 Identify parts of the software interface (menus, tools and palettes). 22.02
	3 Use software features such as import, export and saving audio. 22.03
	4 Utilize multiple audio tracks. 22.04
	5 Perform basic edits using filters, effects, plug-ins, file presets and rendering. 22.05
	6 Operate software to edit, cut and delete audio. 22.06
	7 Understand non-destructive and destructive operations. 22.07
	8 Synchronize sound effects and ADR to picture elements. 22.08
	9 Create a mix down. 22.09
Demonstrate knowledge of Digital Content distribution. The student will be able to: 23.0	**1** Identify parts of the software interface (menus/palettes). 23.01
	2 Demonstrate an understanding of the formats and codes used for online streaming services. 23.02
	3 Understand the purpose of specific project deliverables when delivering content to clients or distributors. 23.03
	4 Upload content for a specific viewing audience. 23.04
	5 Use metadata and watermarking strategies to protect and identify their work. 23.05
	6 Understand the process of encoding and compression. 23.06
	7 Create an online portfolio of their best work for potential clients and employers. 23.07
	8 Understand the network associated with product distribution. 23.08
	Inderstand the role streaming services play in the film distribution process. 23.09

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	10 Identify the major players involved in the distribution and exhibition of motion pictures. 23.10
	11 Understand the importance of film festivals in the exhibition/distribution process. 23.11
	12 Understand the role movie theaters play in the motion picture business. 23.12
Demonstrate knowledge of color correction software. The student will be able to: 24.0	1 Identify parts of the software interface (menus/palettes). 24.01
	2 Describe and use basic tool sets. 24.02
	3 Edit using software features such as import, export and file saving. 24.03
	4 Explain color balance, color theory, and channels. 24.04
	5 Create masks and mattes. 24.05
	6 Understand the use and operation of scopes and waveforms. 24.06
	7 Demonstrate the use of LUTs (look up tables) for color grading. 24.07
	8 Demonstrate tracking as it relates to color correction. 24.08
	9 Demonstrate ability to use color correction to match shots in a scene. 24.09
	10 Understand how color correction can be used to enhance the mood of a scene or project. 24.10
Demonstrate knowledge of compositing software. The student will be able to: 25.0	1 Identify parts of the software interface (menus/palettes). 25.01
	2 Describe and use basic tool sets. 25.02
	3 Edit using software features such as import, export and file saving. 25.03
	4 Understand basic animation using effects presets. 25.04
	5 Perform edits to animate text and layers. 25.05
	6 Utilize rotoscoping tools for advanced effects. 25.06
	7 Demonstrate how to animate masks. 25.07
	8 Demonstrate motion tracking. 25.08
	9 Demonstrate the ability to composite using green screens. 25.09
	Demonstrate the process to render and output content. 25.10

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11 **Understand the history of compositing and special effects production (both photographic and digital).** 25.11

12 **Demonstrate the compositing integration of rendered 3D animation with video.** 25.12