Florida CTE

Digital Media/Multimedia Design: Digital Media/Multimedia Motion Graphics Production (2026)

Build knowledge of equipment used in video production. The student will be able to: 18.0

1. **Identify video camera settings needed to produce quality video.** 18.01
2. **Identify components needed in filming, including audio, camera positioning and lighting.** 18.02
3. **Set up non-linear video editing equipment.** 18.03
4. **Compare offline editing to linear video editing.** 18.04
5. **Use storyboarding to plan a short non-linear video project.** 18.05
6. **Collaborate with team members to plan, edit, and shoot video footage utilizing advanced video editing techniques and output to video.** 18.06
7. **Discuss the use of batch processing and project trimming.** 18.07
8. **Identify terms used in the production industry for shooting video.** 18.08

Build knowledge of audio mixing techniques. The student will be able to: 19.0

1. **Identify different types of audio capturing devices.** 19.01
2. **Identify different audio file formats and compare their qualities for video production.** 19.02
3. **Identify key terms used in audio production.** 19.03
4. **Synchronize video and audio.** 19.04
5. **Adjust audio from various sources in multi-channel mixing software.** 19.05
6. **Apply effects, add background noise and ambient sounds into a video.** 19.06
7. **Export audio files in varying formats, including use in video and podcasting.** 19.07

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	8 Develop an awareness of Generative AI's usage in audio creation and editing software. 19.08
Demonstrate proficiency when designing with video editing software. The student will be able to: 20.0	1 Demonstrate knowledge of non-linear editing software. 20.01
	2 Identify parts of the software interface. 20.02
	3 Import and manage assets into a timeline. 20.03
	4 Demonstrate the ability to customize and navigate the workspace. 20.04
	5 Edit clips within a sequence for length, size, and color. 20.05
	6 Add basic transitions, graphics, text and effects to the video. 20.06
	7 Export videos optimized for different uses, including social media, video streaming, or the web. 20.07
	8 Develop an awareness of Generative AI's usage in video creation and editing software. 20.08
Build knowledge of using graphics in post-production. The student will be able to: 21.0	1 Prepare multiple graphic elements for use in effective post-production. 21.01
	2 Identify the advantages and disadvantages of using pixel or vector-based graphics in motion graphics production. 21.02
	3 Identify appropriate uses of raster and vector graphics in post-production. 21.03
	4 Identify what elements of a production are responsibilities of a post-production team. 21.04
	5 Create graphics based on video settings of a project. 21.05
	6 Review incoming videos to create a plan for necessary edits, including adjust tones, match movements, rotoscoping, etc. 21.06
Demonstrate proficiency when designing with post-production software. The student will be able to: 22.0	1 Compare and contrast post-production software with video editing software. 22.01
	2 Identify parts of the software interface. 22.02
	3 Import and manage assets into a timeline. 22.03
	4 Demonstrate the ability to customize and navigate the workspace. 22.04
	5 Prepare text for use in post-production, including a title sequence, rolling credits, losed captioning. 22.05
	nsert graphics using overlays, chromakey, masks and mattes. 22.06

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7 **Animate graphics and text using keyframe techniques using animation principles.** 22.07

8 **Apply effects which include color correction, lighting, stabilizations and time manipulation.** 22.08

9 **Export videos optimized for different uses, including social media, video streaming, or the web.** 22.09

10 **Develop an awareness of Generative AI's usage in video post-production.** 22.10