

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

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, closed captioning. 22.05

6 Insert graphics using overlays, chromakey, masks and mattes. 22.06

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