West Virginia CTE

Digital Imaging/Multimedia 2

Students will demonstrate knowledge of: 9279.1		**Design techniques**
		Tools
		Technical plans
		Drawings
Comply with software licensing agreements associated with multimedia presentations. 9279.2	2	**Comply with software licensing agreements associated with multimedia presentations.** 9279.2
Demonstrate knowledge of standard copyright rules for images and image use. 9279.3	3	**Demonstrate knowledge of standard copyright rules for images and image use.** 9279.3
Demonstrate application of image resolution, image size and image file format for web, video and print. 9279.4	4	**Demonstrate application of image resolution, image size and image file format for web, video and print.** 9279.4
Create two-dimensional and three-dimensional images depicting objects in motion or illustrating a process, using computer animation or modeling programs. 9279.5	5	**Create two-dimensional and three-dimensional images depicting objects in motion or illustrating a process, using computer animation or modeling programs.** 9279.5
Design complex graphics and animation, using independent judgment, cre eq	6	**Design complex graphics and animation, using independent judgment, creativity and computer equipment.** 9279.6

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Make objects or characters appear lifelike by manipulating light, color, texture, shadow and transparency, or manipulating static images to give the illusion of motion. 9279.7	**7 Make objects or characters appear lifelike by manipulating light, color, texture, shadow and transparency, or manipulating static images to give the illusion of motion.** 9279.7
Work with selections and measurements. 9279.8	**8 Work with selections and measurements.** 9279.8
Apply layers and masks. 9279.9	**9 Apply layers and masks.** 9279.9
Apply story development, directing, cinematography and editing to animation to create storyboards that show the flow of the animation and map out key scenes and characters. 9279.10	**10 Apply story development, directing, cinematography and editing to animation to create storyboards that show the flow of the animation and map out key scenes and characters.** 9279.10
Develop briefings, brochures, multimedia presentations, web pages, promotional products, technical illustrations and computer artwork for use in products, technical manuals, literature, newsletters and slide shows. 9279.11	**11 Develop briefings, brochures, multimedia presentations, web pages, promotional products, technical illustrations and computer artwork for use in products, technical manuals, literature, newsletters and slide shows.** 9279.11
Script, plan and create animated narrative sequences under tight deadlines, using computer software and ha te	**12 Script, plan and create animated narrative sequences under tight deadlines, using computer software and hand drawing techniques.** 9279.12

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Produce an electronic portfolio. 9279.13	**13 Produce an electronic portfolio.** 9279.13
Assemble, typeset, scan and produce digital camera-ready art. 9279.14	**14 Assemble, typeset, scan and produce digital camera-ready art.** 9279.14
Students will demonstrate knowledge of: 9279.15	**Audience and audience needs.**
	Media production.
Identify the purpose, audience and audience needs for preparing image(s). 9279.16	**16 Identify the purpose, audience and audience needs for preparing image(s).** 9279.16
Participate in design and production of multimedia campaigns, handling budgeting and scheduling and assisting with such responsibilities as production coordination, background d design and progress tracking. 9279.17	**17 Participate in design and production of multimedia campaigns, handling budgeting and scheduling and assisting with such responsibilities as production coordination, background d design and progress tracking.** 9279.17
Communicate with others (such as peers and clients) about design plans. 9279.18	**18 Communicate with others (such as peers and clients) about design plans.** 9279.18
Prepare images for web, print and video. 9279.19	**19 Prepare images for web, print and video.** 9279.19