

MHS Course Proposal Form

Part 1: General Information

Title of New Course: Video Production 2

Proposed by: James Anderson

Department: CTE: Media Arts

Class Length (trimesters): 1 - (each)

What grade level(s) is the course intended to target? 9-12

Does it replace an existing course? No -

If yes, what course? It expands video from being one dense trimester to a more comfortably paced program. Currently, students are just getting started in all the basics by the end of the trimester, and are ready for more advanced projects that use features already available in the video software, but too complex to address in a 1-term class

Does it change department/graduation requirements? No -

If yes, explain:

Are there any prerequisites? Yes -

If yes, what? Video Production 1

Part II - Budget: Estimated Costs

Please estimate any projected costs related to this course. In addition, please indicate if this is a one-time start-up expense or an annual expense (textbook adoption is considered a startup expense) by placing an "X" in the appropriate column.

Area/Item	Brief Description	Startup Expense	Annual Expense	Total Cost
FTE addition	N/A	N/A	N/A	N/A
Curriculum Development	N/A	N/A	N/A	N/A
Staff Development	N/A	N/A	N/A	N/A
Textbooks	N/A	N/A	N/A	N/A
Other Instructional Materials / Supplies	N/A	N/A	N/A	N/A
Technology Needs	N/A	N/A	N/A	N/A
Additional Expenses	N/A	N/A	N/A	N/A
Proposed Student Fees	Replacement SD cards	N/A	\$5 per student	

Part III - Course Details

Course Description (to be used in the Curriculum Guide, please limit to 100 words):

Expand your video skills by learning animation and special effects. Shoot professional looking studio video clips, and integrate them into short films set in exotic locations and virtual worlds. Add animated graphics and text for an exciting action movie trailer or music video

Rationale for proposing the course (What data/information do you have to support the request?): Video students have repeatedly expressed interest in furthering their skills, but are not yet ready to do so via independent study. Having more advanced courses available allows for that, and could also draw more students into Video 1

Student Learning Outcomes:

- ARAV01.01.02 Discuss the beginnings and evolution of audio/video production and film.
- ARAV01.01.03 Describe how changing technology is impacting the audio/video and film industries.
- ARAV01.02.05 Discuss the duties of editors related to audio and visual effects.
- ARAV02.01.02 Identify microphones used for audio/video productions, music, and theater.
- ARAV02.01.03 Explain why audio pick-up differs in various types of microphones.
- ARAV02.03.02 Describe synchronization processes.
- ARAV02.03.03 Demonstrate how audio is synchronized with other audio or video.
- ARAV02.07.02 Describe how to frame and maintain picture composition.
- ARAV02.07.03 Demonstrate focusing and adjusting images and performing pans and zooms.
- ARAV02.07.04 Interpret video signals and production formats.
- ARAV04.01.03 Identify the activities associated with pre-production, production, and postproduction.
- ARAV04.01.04 Analyze the script and storyboard development processes for a successful production.
- ARFX01 Understand the history and evolution of animation and special effects.
 - ARFX01.01.01 Understand the role of animation and special effects and their relationships to other forms of visual and media arts.
 - ARFX01.01.02 Demonstrate knowledge of approaches and trends in animation and special effects.
 - ARFX01.01.03 Demonstrate knowledge of the changing technology in animation and special effects.
- ARFX02 Understand the elements of two and three dimensional media as they relate to animation and special effects.
 - ARFX02.01.01 Understand art elements and design principles as they apply to animation and special effects.
 - ARFX02.01.02 Understand and apply aesthetic aspects of art to animation and special effects.
- ARFX03 Understand and use software for the purposes of digital animation and special effects.
 - ARFX03.01.01 Understand and use Photoshop.

- ARFX03.01.02 Apply Photoshop principles to the creation of 3D textures.
- ARFX03.01.03 Use 3D software to explore the fundamentals of animation including posing, timing, key framing, interpolation, transformations, and rendering.
- ARFX03.01.04 Understand and use digital compositing principles and presentation skills using compositing software.
- ARFX03.01.05 Create basic design and a digital storyboard.

Any additional information and/or comments:

Eventually I would like to offer a 3-course sequence-

Video 1- essentials of camera work, audio, editing short sequences

Video 2- animation and VFX, longer/more complex video sequences, using scripts

Video 3- production teams, creating original scripts, developing complete short films