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Participation:

Be on time and ready to learn. Every class will provide practical techniques, skills and information for you to be successful in class. Many of the programs we learn are complex programs and take time to learn. You will need most of class time to learn what you need to complete your projects on time. If you miss in class instruction it is your responsibility to make it up on your own time. Grades are given weekly for effort and participation in classroom projects.

Concepts and Big Ideas:

Manipulating images
 Software Basics
 Simple Animations
 3D Modeling
 Basics of Video Production
 File Formats
 Computer Mechanics

Course Description:

In this course you will be introduced to a variety of software and concepts. You will learn Adobe Photoshop, SketchUp 3D modeling, animation, and video production. You will work alone and in groups.

Course Goals:

You will **understand** how to use various tools in a variety of software along with various file formats.

You will **learn** how to research, plan, create, and evaluate each project for success.

You will **create** projects using the elements of art and the principles of design.

Course Objectives:

You will produce and exhibit a quality body of work demonstrating your understanding of digital media concepts and tools studied. You will demonstrate your understanding of planning, and production in a variety of file formats, and evaluation through written and oral forms.