

Creative Multimedia 801 - Course Outline

Souris Regional High School

Shane MacClure

Phone: 687-3923

E-mail: dsmacclure@edu.pe.ca

CMM 801 is an intermediate level graphic arts course and is recommended for students pursuing post-secondary study in digital media and/or graphic design. It will provide students with experience in combining creative processes with computer technology to effectively communicate design work and productions in a professional manner.

Areas of study will include design history, elements and principles of good design and page layout, digital photography, web page design, computer animation, and digital audio/video production. Students will use various digital devices and computer software programs, including the Macromedia Suite, StopMotion, Audacity, and Movie Maker to complete the assigned projects. Work is expected to be done at home as well as in class.

Units:

- 15% Design Principles** - introduction to the principles/elements of design and visual literacy. The focus of this section is the design of “print copy” such as business cards, logos, posters, and cd cases. Freehand will be used to produce materials for this section
- 20% Animation** - overview of animation types. Stop Motion Pro - claymation/lego type of production. Vector based animation using Flash.
- 20% Digital Imaging** - use of scanner, digital camera and graphic creation/manipulation. Closely related to the Design Principles section. Otherwise, creations are directed toward a web presentation. Fireworks will be the graphics program.
- 25% Video/Audio Production** - planning, storyboarding, and production considerations are introduced. Camera operation, shot types, audio & lighting considerations, and editing techniques comprise the video section. Audacity will be used for radio commercials and other sound manipulations.
- 20% Web Authoring** - principles of good web design and accessibility. The webpage will house the various creations constructed in the other sections. Dreamweaver and/or Front Page will be the web editors.

Class Rules

- Be on time.
- Be polite. Don't interrupt when others are speaking.
- Don't skip class - it's usually fatal to your success.
- Complete your assignments on time.
- Hats and coats off. Leave bookbags at the back of the class.
- Keep the chair's four legs on the floor.
- Wait in your chair until the bell rings to end class. Push chair under desk.

Computer Lab Rules

- You and your parents must have signed an Acceptable Use Policy form.
- Internet - No pornography, hate literature, dangerous sites, chat lines.
- No downloading files or bringing in other disks unless permission is granted.
- Don't give out your password or use anyone else's.
- No handling disks, programs, or computer files of other students.
- No damaging equipment, removing cables, marking on computers or desks.
- No eating, drinking, or candy in the lab.
- No games.
- When finished log off and shut down the computer to lessen the heat in the room.