**Multimedia -** **Syllabus**

Teacher: Mr. Palombo

E-mail: Marc.palombo@uticak12.org

**Course Description:**

**Multimedia Productions I**

Multimedia Production I, is a full year computer based Fine Arts course designed to introduced and enhance student’s digital skills using the industry standard Adobe Creative Suite software. Students will develop technical skills through artistic lessons, creativity and personal voice. Units of study will include photography, digital image manipulation, graphic design,

ePublishing, layout and composition, introduction to film production, multimedia presentations and website design. Students are expected to work outside of class, while editing will occur in class. Each student will develop a digital ‘Exit Portfolio’ of their best images ready for print and create a webpage to showcase their artwork. The course will provide an important skill set for any career path.

**Multimedia Productions II**

Multimedia Productions II, is a full year course for students that have successfully completed Multimedia Productions I with a B- or better, and instructor approval. Students will advance their knowledge in various digital art techniques, through project-based learning. Students will focus on the type of digital art they would like to create and execute it using one of Adobe’s main software programs including; Illustrator, Photoshop, Premiere Pro, After Effects, Dreamweaver or InDesign. Multimedia and the Digital Arts are immense fields that create technical skill sets to propel individuals into the digital workforce of today.

**Highly Recommended Materials:**

 1. a portable 3.0 USB 16 GB or larger storage devise to save media files, photographs and computer work. Students will also keep a copy of all their assignments and their ‘Exit Portfolio’ on this drive. It is always best to have a second back up drive too. Always back up files in case of corrupt files, losing your drive or unforeseen accidents.

 2. Regular access to a digital camera or phone that can take quality digital images and a phone cord or SD card for their camera in order to download images. Students are required to take their own digital images and manipulate them in this class.

**Other materials that are nice to have:**

 Students may bring in their own digital drawing tablets if they are Macintosh compatible. Digital drawing tablets dramatically speed up student work, help to promote drawing skills, and raise student’s technical abilities and interest levels in digital media.

**Multimedia:** Syllabus Page 2

**In the Digital Arts Computer Lab:**

Time in class will be normally be used for; learning new assignments, editing and creating images on the computer, presenting work and critiquing art.

* Food and open beverages are not permitted in the Digital Arts Computer Lab at any time. We need to take care of our computers and equipment.

**In-Class Time:** Amply time if given for students to complete all computer work in-class. If a student falls behind it is normally that they are misusing class time or did not do their homework of planning a design or shooting images to use for their project. The lab is not always open after school. You will need to see me to pre-arrange a time to use the lab after school if you are behind.

**Homework/ Shooting Assignments:**

 Creating your own digital image library is important. Research, production ideas, shooting assignments, and hand created artworks are often done for homework outside of class time. If these are not done on time, you will have no way to edit your digital media in class.

* **Do your homework on time! Use your in-class time wisely for learning and editing. These are the keys to success in Multimedia Productions class.**

**Late work:** 20 % is taken off your project grade for being late.

 10 % additionally each week

**Grading:** 80 % projects

 20 % Mid-Term or Final

**Cell Phone Use:**

Cellphone can be an important tool for Digital Artist and used wisely in Multimedia.

Please use phones appropriately to take photos outside of class and download them in class.

**Cell Phone Misuse:**

Students, don’t waste time in class on your phones. Keep your phones out of site when you are not downloading photos. No calls. No texting. No videos. No Games. Do not post or share images or videos of any students, teacher, or classroom. If your phone needs handed in because of misuse, your parents and/or the office will be notified. I will not be held responsible for broken or missing phones, digital drawing pads, or cameras. Please take care of your belongings. If I ask you to put your phone away, do it immediately!

**Acceptable Use of Technology**

An acceptable use of technology form needs to be signed and on file with the school prior to being able to use the technology. Students must maintain a level of trust, and respect for the equipment and classroom. If technology/equipment abuse occurs, privileges may be denied.