

CENTER FOR NEW MEDIA STUDIES



The PVPHS **Center for New Media Studies** is a smaller learning community characterized by engagement and academic achievement for all students. The fastest growing careers are in digital technology. From 2000-2010, the predicated trend in the computer / digital related fields show growth anywhere from 44 to 100%

FOCUS is 3-fold:

- Increase **career preparation** through the participation in a career/college pathway in **digital media** providing advanced preparation for post secondary options.
- Increase the number of students meeting **UC eligibility**
- Participation in a smaller learning community environment implementing a **personalized experience** characterized by engagement and academic achievement for all students.

COURSES are standards-based, UC approved, some with college credit; includes partnerships with Harbor College and SCROC, hands on learning experiences and internships:

- * Drawing/Painting 1 & 2
- * Studio Art AP: Drawing/Painting, 2D & 3D
- * Photography 1 & 2
- * Sculpture 1 & 2
- * Video Production 1 – 4
- * Photo/Graphic Design
- * Graphic Design
- * Digital Prepress
- * Digital Graphics & Publishing
- * Broadcast Journalism
- * Digital Animation 1 & 2
- * Web Design 1 - 4
- * Digital Photography
- * Engineering 3D Modeling
- * Art History AP
- * PhotoJournalism
- * Film Appreciation
- * Silkscreen/ Production Art
- * Computer Programming AP Java

CAREER PATHWAYS AND PROGRAM DESIGN

Motion Graphics – *encompasses almost any digital art form that has the element of “time”*

Digital Animation –*focus on using computers to generate animation and emphasize “storytelling”*

Post-Production – *steps taken to enhance, repair or add to existing “footage” in order to get a film to it’s final state; can include editing, sound sweetening, or special effects*

Digital film effects – *emphasis on using digital tools to add flares to film footage; can be 2D or 3D in nature; used where shooting live footage is impossible or prohibitively costly*

Concept Design – *storyboarding: making a cartoon-like version of the film on paper to plan shots/appearance; concept images themselves; character designs/environment paintings used by the production team to create a cohesive project; industrial design ex. the idea phase of designing a car*

INDUSTRY STANDARD EQUIPMENT AND SOFTWARE

Mac G5's
AutoCad Inventory/Architectural Suite
Illustrator

Dell Intel® Pentium®'s
Adobe CS II
Flash

Final Cut Pro
AfterEffects
Maya

SKILLS video post-production, digital animation, web graphics, digital 3D modeling, graphic

design, programming, scripting, JAVA, marketing, internships, producing a film.