

LEVEL 1

Principles of Arts, A/V
Technology, and
Communications

Professional Communications
Web Communications
Digital Communications in the
21st Century

LEVEL 2

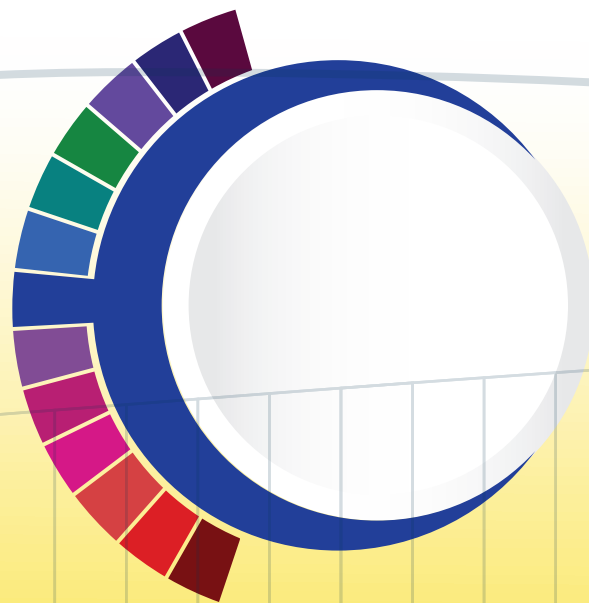
Audio/Video Production
Digital Audio Technology

LEVEL 3

Audio Video Production II
Digital Audio Technology II

LEVEL 4

Practicum in Audio/Video
Production
Practicum in Digital Audio
Technology
Practicum in Entrepreneurship



LEVEL 1

Principles of Arts, A/V Technology,
and Communications
Video Game Design
Digital Media

LEVEL 2

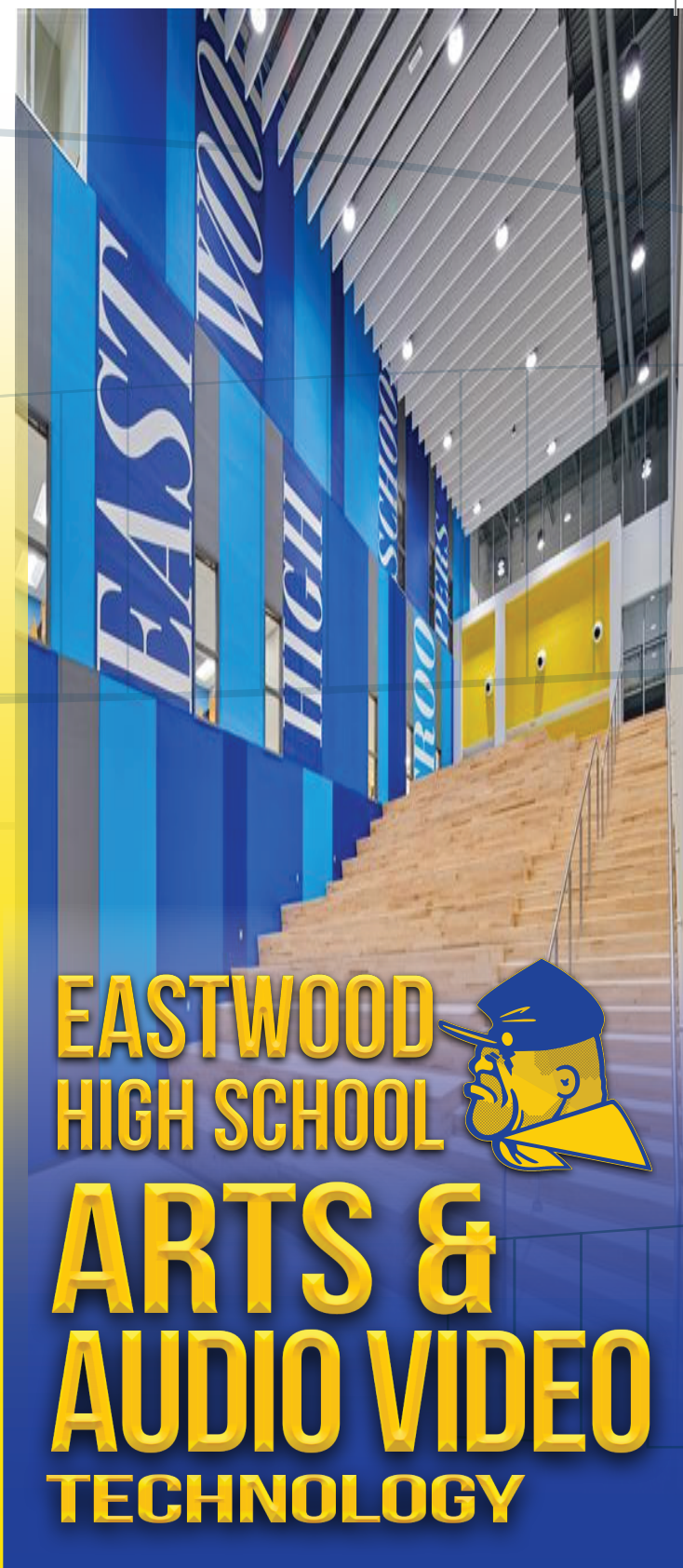
Graphic Design and Illustration
Animation
Video Game Programming
Commercial Photography
Digital Design and Media
Productions
Game Programming and Design

LEVEL 3

Graphic Design and Illustration II
Animation II
Advanced Video Game
Programming
Commercial Photography II
Fashion Design IIb
Digital Arts and Animation
3-D Modeling and Animation
Web Game Development

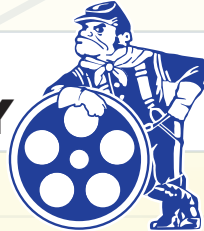
LEVEL 4

Practicum in Graphic Design and
Illustration
Practicum in Animation
Practicum in Commercial
Photography
Practicum in Entrepreneurship
Career Preparation



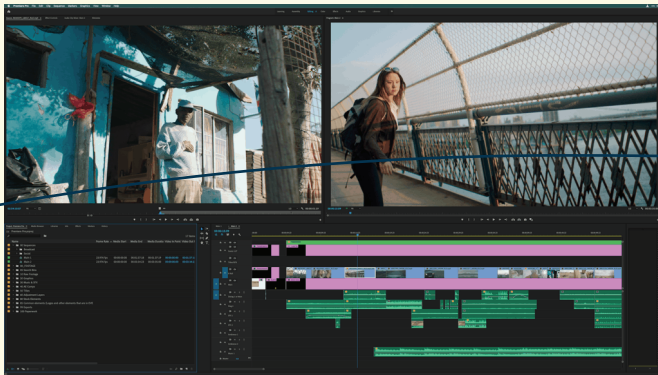
The Arts, A/V Technology and Communications (AAVTC) Career Cluster focuses on careers in designing, producing, exhibiting, performing, writing, and publishing multimedia content including visual and performing arts and design, journalism, and entertainment services. Careers in the AAVTC career cluster require a creative aptitude, a strong background in computer and technology applications, a strong academic foundation, and a proficiency in oral and written communication.

AUDIO VIDEO TECHNOLOGY



AUDIO VIDEO PRODUCTION I #: V145C
AUDIO VIDEO PRODUCTION II #: V155C

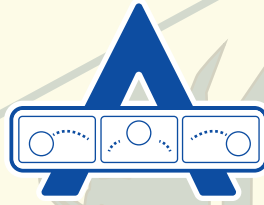
The Audio/Video Technology program of study explores the occupations and educational opportunities associated with the production of audio and visual media formats for various purposes, such as TV broadcasts, advertising, video production, or motion pictures. This program of study may also include exploration into operating machines and equipment to record sound and images, such as microphones, sound speakers, video screens, projectors, video monitors, sound and mixing boards, and related electronic equipment.



STEPHANIE DELGADO RANGEL: sdelgado9@yisd.net

Students in this program of study have the opportunity to:

- Have hands on experience in a project based learning centered environment in the AV recording studio
- Create industry-level broadcasts for school announcements
- Participate in UIL competition for film and documentaries
- Compete at the international level at the Student Television Network Convention held every year at various locations around the country
- Develop a video portfolio for college admission to schools with film programs.
- Become Adobe Certified in Premiere (AV Technology students)
- Become Apple Certified in Logic X Pro (Digital Audio Technology students)



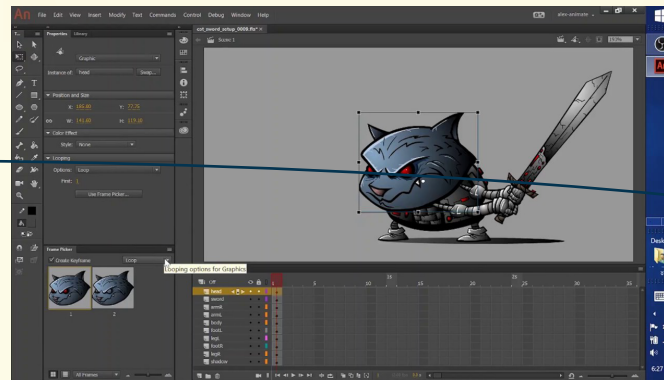
DESIGN AND MULTIMEDIA ANIMATION & GRAPHIC DESIGN

The Design and Multimedia Arts program of study explores the occupations and educational opportunities associated with designing or creating graphics to meet specific commercial or promotional needs, such as packaging, displays, or logos. This program of study may also include exploration into designing clothing and accessories, and creating special effects, animation, or other visual images using film, video, computers, or other electronic tools and media, for use in computer games, movies, music videos, and commercials.

ANIMATION I
ANIMATION II

Course #: V125C
Course #: V130C

Animation is the rapid display of a sequence of images of 2-D or 3-D artwork or model positions in order to create an illusion of movement. Students will be expected to develop an understanding of the history and techniques of the animation industry. The course includes topics such as digital composition, color, imaging, editing, and animation. Further study of movement in character with emphasis on specific scenes and actions will also be required. This course is project based to give the students the experience of creating their own characters and stories. Animation, both 2-D and 3-D, will be introduced in this course.



ADRIAN SAENZ: asaenz12@yisd.net

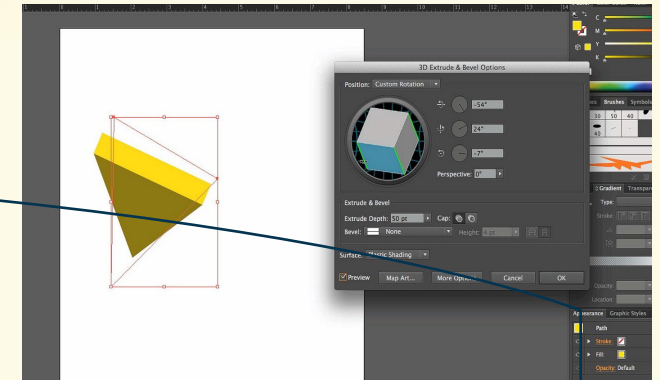
Students in this program of study have the opportunity to:

- Have hands on experience with industry utilized, state of the art hardware and software in the Animation lab
- Compete at the national level at Skills USA
- Participate in UIL competition for Animation
- Become an Adobe Certified Associate in Animate
- Learn and work with Maya 3D Animation Software by Autodesk
- Develop a digital portfolio for college admission to schools with animation programs

GRAPHIC DESIGN AND ILLUSTRATION I
GRAPHIC DESIGN AND ILLUSTRATION II

Course #: V165C
Course #: V175C

These courses teach the student to effectively create marketable works for personal and professional use. Students will develop and hone skills in working with text and image as they create solutions to a series of design problems. This course emphasizes creation and design of graphic materials for use as ornamentation, illustration, advertising, and computer graphics. It also provides an understanding of the careers in media technology fields. Students are introduced to media technology, commercial photography, advertising design, and computer generated graphics.



ELOY ALVARADO: ealvaradol@visd.net

Students in this program of study have the opportunity to:

- Have hands on experience in a project based learning centered environment in the Graphic Design Mac® lab.
- Create industry-level graphics for print advertising and film
- Compete at the national level in FBLA
- Develop a digital portfolio for college admission to Art schools
- Become Adobe Certified in Illustrator or Photoshop



CERTIFIED
ASSOCIATE

