DIGITAL MEDIA, 3D, GAME DEVELOPMENT *Full Year*
Information Technology Education

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PROGRAM DESCRIPTION: This Digital Media program prepares students for the 21st Century workforce demands through hands-on training with the industry's leading software and equipment. Our innovative students collaborate through project-based learning to gain skills for careers such as graphic design, digital illustration, photography, audio production, 2D and 3D animation, web design, film production, story development, game design, app development, and more! The foundational courses of this program will prepare students to successfully create all the necessary assets required within their later game development courses, as well as build upon their communication, time management, problem solving, and teamwork skills. By the end of year, students will have a comprehensive portfolio tailored to their skills demonstrating a wide variety of both printed and interactive digital media projects.

High School Credit: CTE credit or elective credit: up to 4 credits total
Concurrent Enrollment: 4 College Credits. Student is responsible to register and pay for concurrent enrollment classes at SLCC. For more information on these classes, see Appendix.
Industry Certifications: Adobe ACA for Photoshop, Illustrator, Animate, Premiere Pro, InDesign, and Dreamweaver.
Skills Certifications: Utah State Skills Certificate Tests
Additional Opportunities: SkillsUSA membership
Recommended: Computer skills, computer graphics, and art classes

COURSE DESCRIPTIONS:

ART 1080 Photoshop and Digital Media / Digital Media 1 and 2: The Concurrent Enrollment (CE) course focus will be on using Adobe software as a tool to produce CG imagery for video production, photo illustration, digital publishing and animation. Adobe Photoshop, Illustrator, Animate, Premiere, and Autodesk software will be introduced.

3D Graphics: Students will use 3D graphics software to produce 3D models. This course will introduce students to 2D and 3D modeling, the creation and application of textures, mapping, lighting, camera techniques, and rendering of 3D models.

3D Animation: Use 3D graphics software to produce 3D animations. Introduce students to 2D and 3D, animation planning, storyboard development, and the animation process.

Game Development Fundamentals 1: This course is designed to provide students with knowledge and project-based experience of fundamental game development concepts relating to STEM. These concepts include game design, scripting, creation of digital assets, graphic resources, animations, understanding hardware, problem solving, critical thinking, collaboration, and project management.

Game Development Fundamentals 2: Following Game Development Fundamentals 1, this second course will allow for a deeper application of the skills learned as students work together to produce original games.

Advanced Digital Media: Advance skills in digital media applications while using elements of text, graphics, animation, sound, video, and digital imaging for various formats. Develop a professional portfolio made up of both individual and team projects showcasing your strengths developed throughout the year. Enter your projects into competitions and engage with industry professionals. Work toward certifications in Adobe software such as Photoshop, Illustrator, Animate, and Premiere Pro.

Costs/Fees for the 2023-2024 school year: Pending school board approval.

Career Possibilities:

Graphic Designer	3D Modeler
Digital Illustrator	Texture Artist
Audio Engineer	2D or 3D Animator
Videographer	Digital Photographer
Industrial Designer	Game Designer
Concept/Storyboard Artist	Art Director
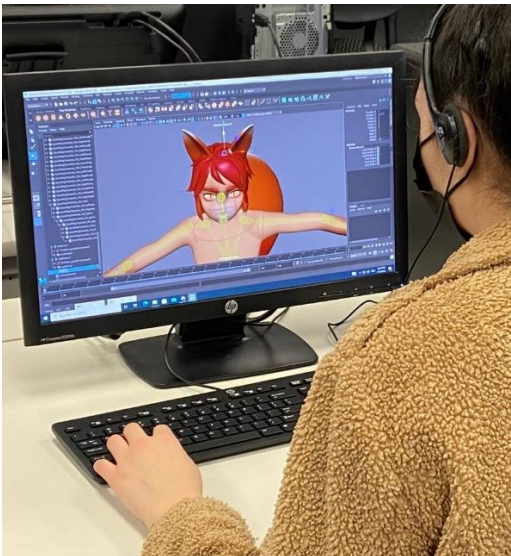
"The course is non-stop with no filler, and an emphasis on project based learning. You learn everything you need to know for each stage of the production pipeline, and achieve proficiency in a plethora of skills along the way. It is almost like a digital art taste test, where you have the perfect sampling of everything, not so much it becomes monotonous, but not so little it seems like you have barely scratched the surface. I found a knack for things I did not expect to enjoy, and developed skills I would not have thought I needed otherwise. Overall, this course is very fun, focused, and fast-paced; the result being a learning experience that has far greater value than the sum of its parts." - Soren Christensen

"All the people who join this program come in with a similar mindset and interests making working together really fun and productive! If you take this program, you will be prepared to start working in the industry with an impressive and diverse portfolio. By the end of the year, it was incredible and so rewarding to see all the things I had created and earned!" - Elena Nielsen

"After taking the class, I couldn't be more grateful that I did. What I've enjoyed about this class has been the extensive amount of opportunities I've been given to experience working with software as I would in the workforce. You also get an absurd amount of opportunities to gather certifications to put under your belt and develop a portfolio to put yourself out there to employers." - Kathryn Hall

"I love how broad the class is as well, it's not just game design or just animation or just 3D modeling - you do just about everything you can think of in the digital media field. This class will help you pinpoint what you like and don't like; what you shine at, and what skills you could improve upon. This class is a great start to help you realize what you want to strive toward in the future. I highly recommend Digital Media at CTEC!" - Ian Call