

# Arts, Audio/Video Technology and Communications

Earn the Business and Industry endorsement by completing four credits within the CTE Arts, AV Tech and Communications Cluster, including one advanced course, as noted by **(ADV)**.

## 3D Animation Pathway

### Course List:

- 3D Animation I  
Game Art with Lab
- 3D Animation II  
Game Art with Lab **(ADV)**
- Practicum in 3D  
Animation **(ADV)**
- Practicum 2 in 3D  
Animation **(ADV)**

## Commercial Photography Pathway

### Course List:

- Commercial  
Photography I with Lab
- Commercial  
Photography II with Lab **(ADV)**
- Practicum in  
Commercial  
Photography **(ADV)**

## Filmmaking Pathway

### Course List:

- Film and Video  
Production I with Lab
- Film and Video  
Production II with Lab **(ADV)**
- Practicum in Film and  
Video Production **(ADV)**

## Graphic Design Pathway

### Course List:

- Graphic Design I with  
Lab
- Graphic Design II with  
Lab **(ADV)**
- Practicum in Graphic  
Design **(ADV)**

### Course Selection Notes:

- All courses are taken through the Guthrie Center

### Certifications Available:

- Adobe Certified Associate – After Effects
- Adobe Certified Associate – Photoshop
- Adobe Certified Associate – Illustrator
- Adobe Certified Associate – InDesign
- Apple Final Cut Pro – Certified Associate
- Autodesk 3ds MAX
- Autodesk Maya Certified User

# 3D Animation Pathway (Guthrie)

Earn the Business and Industry endorsement by completing four credits within the CTE Arts, AV Tech and Communications Cluster, including one advanced course, as noted by **(ADV)**.

## 3D Animation I Game Art with Lab

Course ID: CAV11 A&B/  
13008310

Credit: 2.0

Learn to develop and communicate animation ideas through 3D modeling, animation, concept drawings, storyboards, virtual lights and cameras, and scene design using the same techniques and software used by professionals.

## 3D Animation II Game Art with Lab **(ADV)**

Course ID: CAV21 A&B/  
13008410

Credit: 2.0

Expand the skills and creativity developed in 3D Animation 1 including introduction to character design, 3D modeling and texturing a character, bone system and character rigging, effective in-depth storytelling, visual effects and post production techniques. Learn about Unreal game engine and integrated audio and sound F/X, as well as creating an online portfolio.

- **PR: Completion of 3D Animation I - Game Art with Lab**

## Practicum in 3D Animation **(ADV)**

Course ID: CAV83 A&B/  
13008450

Credit: 2.0

Utilize the latest technologies in 3D modeling and animation for developing real time graphics, to produce models and animations that relate to industrial projects such as: product visualization, oil and gas equipment, architectural scenes, and consumer products. Create professional-grade projects for student online portfolio using Autodesk software.

- **PR: Completion of 3D Animation II - Game Art with Lab**

## Practicum 2 in 3D Animation **(ADV)**

Course ID: CAV93 A&B/  
13008460

Credit: 2.0

Participate in a supervised practical application of 3D animation through classroom learning and a paid or unpaid work experience. Acquire employability skills and experience for pursuit of career opportunities in 3D Animation. Create a senior design project for student portfolio completion.

- **PR: Completion of Practicum in 3D Animation**

### Pathway Notes:

- A paid work experience in this pathway may be available through the Guthrie Center Internship class.

### Certification Available:

Adobe Certified Associate – After Effects  
Autodesk Maya Certified User

# Commercial Photography Pathway (Guthrie)

Earn the Business and Industry endorsement by completing four credits within the CTE Arts, AV Tech and Communications Cluster, including one advanced course, as noted by **(ADV)**.

## Commercial Photography I with Lab

Course ID: CAV14 A&B/13009110  
Credit: 2.0

Learn about the photography industry from setting up a shot to delivering products in a competitive market to develop professional photography skills. Explore photography using various cameras and lenses, photo composition, digital photography, lighting techniques and various types of display for photos.



## Commercial Photography II with Lab **(ADV)**

Course ID: CAV24 A&B/13009210  
Credit: 2.0

Expand technical skills in photography with a focus on producing, promoting and presenting professional quality photographs including safety, ethics in commercial print and management of a photography business. Develop skills through extended time in the photography studio and create projects for student photography portfolio.

- **PR: Completion of Commercial Photography I with Lab**



## Practicum in Commercial Photography **(ADV)**

Course ID: CAV87 A&B/13009250  
Credit: 2.0

Participate in a supervised practical application of commercial photography through classroom learning and a paid or unpaid work experience. Acquire employability skills and experience for pursuit of career opportunities in commercial photography. Create professional-grade projects for student portfolio using Adobe Photoshop and Lightroom software.

- **PR: Completion of Commercial Photography II with Lab**

### Pathway Notes:

- A paid work experience in this pathway may be available through the Guthrie Center Internship class.

### Certification Available:

Adobe Certified Associate – Photoshop

# Filmmaking Pathway (Guthrie)

Earn the Business and Industry endorsement by completing four credits within the CTE Arts, AV Tech and Communications Cluster, including one advanced course, as noted by **(ADV)**.

## Film and Video Production I with Lab

Course ID: CAV12 A&B/13008510  
Credit: 2.0

Learn how to produce and direct film productions with a focus on pre-production, production, and post-production audio and video products. Create a demo reel of student work using Apple Final Cut Pro, a leading software used in professional film editing.



## Film and Video Production II with Lab **(ADV)**

Course ID: CAV22 A&B/13008610  
Credit: 2.0

Expand technical skills in pre-production, production and post-production including understanding regulatory requirements, broadcast standards and industry knowledge. Develop skills through extended time in the production studio creating and editing film projects for student portfolio.

- **PR: Completion of Film and Video Production I with Lab**



## Practicum in Film and Video Production **(ADV)**

Course ID: CAV82 A&B/13008700  
Credit: 2.0

Participate in a supervised practical application of film and video production through classroom learning and a paid or unpaid work experience. Acquire employability skills and experience for pursuit of career opportunities in film and video production. Create professional-grade projects for student portfolio using Apple Final Cut Pro software.

- **PR: Completion of Film and Video Production II with Lab**

### Pathway Notes:

- A paid work experience in this pathway may be available through the Guthrie Center Internship class.

### Certification Available:

Apple Final Cut Pro – Certified Associate

# Graphic Design Pathway (Guthrie)

Earn the Business and Industry endorsement by completing four credits within the CTE Arts, AV Tech and Communications Cluster, including one advanced course, as noted by **(ADV)**.

## Graphic Design I with Lab

Course ID: CAV13 A&B/13008810  
Credit: 2.0

Learn the basics of color and design, illustration and the effective use of typography to display clients' products or services to customers using industry standard Adobe software. Design colorful, engaging and memorable advertising and marketing communications.



## Graphic Design II with Lab **(ADV)**

Course ID: CAV23 A&B/13008910  
Credit: 2.0

Expand knowledge in fundamental elements and principles of visual art and design in editorial, web and motion graphic design. Develop skills through extended time creating and editing graphic design projects using Adobe software for student portfolio.

- **PR: Completion of Graphic Design I with Lab**



## Practicum in Graphic Design **(ADV)**

Course ID: CAV85 A&B/13009000  
Credit: 2.0

Participate in a supervised practical application of graphic design through classroom learning and a paid or unpaid work experience. Acquire employability skills and experience for pursuit of career opportunities in graphic design. Create professional-grade projects for student portfolio using Adobe Illustrator and InDesign software.

- **PR: Completion of Graphic Design II with Lab**

### Pathway Notes:

- Graphic Design IV Practicum is available for students to continue an additional year of study within the pathway.
- A paid work experience in this pathway may be available through the Guthrie Center Internship class.

### Certification Available:

Adobe Certified Associate – Illustrator  
Adobe Certified Associate – InDesign