Unit 7: Special Effects

Content Area: **Industrial Technology**
Course(s): **Video Productions III**
Time Period: **Generic Time Period**
Length: **Weeks**
Status: **Published**

Unit Overview

Students will demonstrate how to use and create Special Effects. Students will be lead by the teacher on how to create simple Special Effects, and progress until students are creating more complicated Special Effects on their own.

Transfer

Students will use the techniques and skills that they have learned and apply them to be used in future productions.

Meaning

Understandings

Students will understand How to...

- Getting to Know the Workflow.
- Create a Basic Animation.
- Animatie Text.
- Work with Shape Layers.
- Animate a Multimedia Presentation.
- Animate Layers.
- Work with Masks.
- Distort Objects with the puppet Tools.
- Use the Roto Brush Tool.
- Perform Color Correction.
- Using 3D Features.
- Work with the 3D Camera Tracker.
- Do Advanced Editing Techniques.

- Render and Output.

Essential Questions

Students will keep considering...

- What are Special Effects?
- How can I maninuplate a Special Effect to create the "Look" want
- How can I use Special Effects in a future project.

Application of Knowledge and Skill

Students will know...

Students will know...

- How to create a Special Effect
- How to incoporate a Special Effect into a project.

Students will be skilled at...

Students will be skilled at...

- Getting to Know the Workflow
- Creating a Basic Animation
- Animating Text
- Working with Shape Layers

- Animating a Multimedia Presentation
- Animating Layers
- Working with Masks
- Distorting Objects with the puppet Tools
- Using the Roto Brush Tool
- Performing Color Correction
- Using 3D Features
- Working with the 3D Camera Tracker
- Advanced Editing Techniques
- Rendering and Output

Academic Vocabulary

- Key Frame
- Video Tracks
- Motion
- Layers
- Layer Properties
- Effect
- Timeline
- Duration
- Rendering
- Previewing
- Mastering
- Animating
- Character

Target 1

Students will be able to understand "getting to know the workflow".

Target 2

Students will be able to understand how to create a basic animation.

Target 3

Students will be able to animate text.

Target 4

Students will be able to understand how to work with shape layers.

Target 5

Students will be able to Animate Multimedia Presentations.

Target 6

Students will be able to Animate Layers.

Target 7

Students will be able to work with Masks.

Target 8

Students will be able to Distort Objects with the Puppet Tool.

Target 9

Students will be able to use the Roto Brush Tool.

Target 10

Students will be able to Perform Color Correction.

Target 11
Students will be able to use 3D features.

Target 12
Students will be able to use 3D Camera Tracker.

Target 13
Students will be able to use Advance Editing Techniques.

Target 14
Students will be able to Render and Output.

Summative Assessment

21st Century Life and Careers

CAEP.9.2.12.C	Career Preparation
CAEP.9.2.12.C.1	Review career goals and determine steps necessary for attainment.
CAEP.9.2.12.C.2	Modify Personalized Student Learning Plans to support declared career goals.
CAEP.9.2.12.C.3	Identify transferable career skills and design alternate career plans.

Formative Assessment and Performance Opportunities

Students will create productions demonstrating the skills that have been learned and mastered. (A teacher created rubric will be used to evaluate skills and techniques used.)

Accommodations/Modifications

Reading assistance, supplemental on line resources for technical readings

Enrichment opportunities: work outside the classroom.

Differentiation: 504 accommodations and IEP modifications

Unit Resources

Television Production & Broadcast Journalism Text Book.

Television Production & Broadcast Journalism Workbook.

Television Studio Equipment.

Television Field Equipment.

Interdisciplinary Connections

TECH.8.1.12	Educational Technology: All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaborate and to create and communicate knowledge.
TECH.8.1.12.A	Technology Operations and Concepts: Students demonstrate a sound understanding of technology concepts, systems and operations.
TECH.8.1.12.A.CS1	Understand and use technology systems.
TECH.8.1.12.B	Creativity and Innovation: Students demonstrate creative thinking, construct knowledge and develop innovative products and process using technology.
TECH.8.1.12.D	Digital Citizenship: Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.
TECH.8.1.12.D.CS1	Advocate and practice safe, legal, and responsible use of information and technology.