

Idaho PTE Business Education Course with Essential Learning Outcomes and Learning Indicators

Course Title	INTERACTIVE MEDIA: GRAPHICS II		
SDPTE Course ID	BE 0327	IBED	10202

A course designed to focus on project-based applications of concepts addressed in Media-Graphics I. The projects may integrate skills with school, business, or community needs.

Term	Semester/Trimester	Prereq	BE 0317
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Notes:

Business Law BLaw_7: Demonstrate Knowledge of Computer Law

BLaw_7.1 Explain how the advances in computer technology impact upon such areas as property law, contract law, criminal law, and international law.

Learning Indicator: BLaw_7.1.1	Define the key terms and new issues involved in computer law including security, privacy, computer crime and viruses
Learning Indicator: BLaw_7.1.2	Determine when a computer program can be protected by a patent or a copyright and explain the steps in applying for each
Learning Indicator: BLaw_7.1.3	Identify the circumstances under which the copyright of a computer program has been violated
Learning Indicator: BLaw_7.1.4	Determine when computer-related contracts are service contracts and when they are sale of goods contracts
Learning Indicator: BLaw_7.1.5	Outline the various claims and defenses that are available in civil suits involving computer contracts
Learning Indicator: BLaw_7.1.6	Explain how common law, constitutional law, statutory law, and administrative regulations can be used to prevent the use of computers to invade privacy
Learning Indicator: BLaw_7.1.7	Outline the various types of federal and state statutes designed to combat computer crime
Learning Indicator: BLaw_7.1.8	Discuss the impact of the law of different countries and the impact of international law on computer law

Career Development CDev_4: Demonstrate Knowledge of Career Strategy

CDev_4.1 Apply knowledge gained from individual assessment to a comprehensive set of goals and an individual career plan.

Learning Indicator: CDev_4.1.1	Identify likes and dislikes of home and school responsibilities
Learning Indicator: CDev_4.1.2	Relate information derived from self-assessment to career areas involving data, people, and/or things
Learning Indicator: CDev_4.1.3	Relate the importance of career, family, and leisure activities to social and economic well-being
Learning Indicator: CDev_4.1.4	Describe the relationship of assessed interests, aptitudes, and abilities to academic and occupational skills
Learning Indicator: CDev_4.1.5	Apply career goals, skills, and interests to selection of high school courses
Learning Indicator: CDev_4.1.6	Explain how decisions regarding education and work impact major life decisions
Learning Indicator: CDev_4.1.7	Identify considerations for making responsible educational and occupational choices
Learning Indicator: CDev_4.1.8	Identify sources of financial assistance
Learning Indicator: CDev_4.1.9	Complete the steps required to apply for financial assistance
Learning Indicator: CDev_4.1.10	Develop an action plan to transition from postsecondary education to work

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Communications *Comm_3: Demonstrate Knowledge of Technological Communications*

Comm_3.1 Use technology to enhance the effectiveness of communications.

Learning Indicator: Comm_3.1.1	Demonstrate proper telephone etiquette, including cellular phones
Learning Indicator: Comm_3.1.2	Demonstrate basic keyboarding and computer functions
Learning Indicator: Comm_3.1.3	Use basic software applications (e.g., word processing, spreadsheets, etc.)
Learning Indicator: Comm_3.1.4	Use CD-ROMs, laser disks, videos, and modems for knowledge acquisition
Learning Indicator: Comm_3.1.5	Project a positive first impression on the telephone
Learning Indicator: Comm_3.1.6	Use the telephone to gather personal and consumer information
Learning Indicator: Comm_3.1.7	Use basic functions of databases, spreadsheets, and programming languages by formatting documents
Learning Indicator: Comm_3.1.8	Refine documents using an electronic spell checker, a thesaurus and a grammar checker
Learning Indicator: Comm_3.1.9	Use a wide variety of references and research resources such as electronic bulletin boards and information services
Learning Indicator: Comm_3.1.10	Operate electronic message technologies to include voice mail, conference calls, pagers, and e-mail
Learning Indicator: Comm_3.1.11	Use computer networks (e.g., communicating computers, Internet, or on-line databases) to facilitate collaborative or individual learning and communicating
Learning Indicator: Comm_3.1.12	Discuss the use of the following communication systems: WATS lines, LAN systems, cellular technology, and voice recognition dictation
Learning Indicator: Comm_3.1.13	Enhance documents through the use of advanced layout, design, and graphics production software and scanning hardware
Learning Indicator: Comm_3.1.14	Address the ethical issues regarding ownership of information generated electronically
Learning Indicator: Comm_3.1.15	Apply the rules of electronic messaging etiquette
Learning Indicator: Comm_3.1.16	Evaluate the select messages which may be addressed best by electronic media
Learning Indicator: Comm_3.1.17	Incorporate the use of international electronic resources such as the Internet to complete higher level projects
Learning Indicator: Comm_3.1.18	Use techniques to protect confidential messages that are transmitted via technology to avoid identity theft

Information Systems *IS_1: Demonstrate Knowledge of the Foundations of Information Systems*

IS_1.3 Identify the need for applications of technology in business, industry, society and on a global scale.

Learning Indicator: IS_1.3.1	Demonstrate the ability to access information regarding applications of computers and technology in business, industry, society and on a global scale
Learning Indicator: IS_1.3.2	Cite uses of computer and technology in business, industry, society and on a global scale
Learning Indicator: IS_1.3.3	Create a brief list of business, industry, society and global references and sources where information about applications of computers and technology can be found

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Information Systems IS_20: Demonstrate Knowledge of Creating Web Multimedia Objects with Industry Standard Software

IS_20.1 Demonstrate ability to create basic images using graphic editing software.

Learning Indicator: IS_20.1.1 Understand graphic software's work environment

Learning Indicator: IS_20.1.2 Working with new and existing documents

Learning Indicator: IS_20.1.3 Working with bitmap Images

Learning Indicator: IS_20.1.4 Creating shapes

Learning Indicator: IS_20.1.5 Create and modify text

Learning Indicator: IS_20.1.6 Working with vector tools

Learning Indicator: IS_20.1.7 Modify multiple vector objects

Learning Indicator: IS_20.1.8 Modifying color

Learning Indicator: IS_20.1.9 Apply filters to objects and text

IS_20.2 Demonstrate ability to work with and modifying existing images.

Learning Indicator: IS_20.2.1 Work with imported files

Learning Indicator: IS_20.2.2 Work with bitmap selection tools

Learning Indicator: IS_20.2.3 Learn about selection areas

Learning Indicator: IS_20.2.4 Select area based on color

Learning Indicator: IS_20.2.5 Alter pixels on a bitmap

Learning Indicator: IS_20.2.6 Working with masks

Learning Indicator: IS_20.2.7 Understand color

Learning Indicator: IS_20.2.8 Sample and store color

Learning Indicator: IS_20.2.9 Using creative commands to change images

Learning Indicator: IS_20.2.10 Using the red eye removal tool

Learning Indicator: IS_20.2.11 Apply a blend mode

IS_20.3 Demonstrate ability to create Web page navigation using graphic editing software.

Learning Indicator: IS_20.3.1 Create slices and hotspots

Learning Indicator: IS_20.3.2 Create links

Learning Indicator: IS_20.3.3 Create rollovers

Learning Indicator: IS_20.3.4 Create buttons

Learning Indicator: IS_20.3.5 Create pop-up menus

Learning Indicator: IS_20.3.6 Create navigation bar

Learning Indicator: IS_20.3.7 Integrate graphics software created HTML with HTML Editor

IS_20.4 Demonstrate ability to create animated images.

Learning Indicator: IS_20.4.1 Prepare and plan animation

Learning Indicator: IS_20.4.2 Create a basic animation

Learning Indicator: IS_20.4.3 Create frame animation

Learning Indicator: IS_20.4.4 Add tweening to an animation

IS_20.5 Demonstrate ability to integrate graphics into Web pages.

Learning Indicator: IS_20.5.1 Optimize images for best appearance and load speed

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Learning Indicator: IS_20.5.2 Export to Web safe formats

Learning Indicator: IS_20.5.3 Integrate graphics with other applications

Information Systems IS_21: Demonstrate Knowledge of Using Authoring Tools for Web Design

IS_21.4 Demonstrate ability to create animations.

Learning Indicator: IS_21.4.1 Create frame-by-frame animations

Learning Indicator: IS_21.4.2 Create motion-tweened animations

Learning Indicator: IS_21.4.3 Work with motion guides

Learning Indicator: IS_21.4.4 Create animation effects

Learning Indicator: IS_21.4.5 Animate text

IS_21.7 Demonstrate ability to import and modify graphics.

Learning Indicator: IS_21.7.1 Produce and import graphics

Learning Indicator: IS_21.7.2 Break apart bitmaps and use bitmap fills

Learning Indicator: IS_21.7.3 Trace bitmap graphics

Learning Indicator: IS_21.7.4 Use imported graphics in a scene

IS_21.8 Demonstrate ability to build complex animations.

Learning Indicator: IS_21.8.1 Plan for complex movies and animations

Learning Indicator: IS_21.8.2 Create an animated graphic symbol

Learning Indicator: IS_21.8.3 Create a movie Clip Symbol

Learning Indicator: IS_21.8.4 Animate buttons with a movie clip symbol

Information Systems IS_25: Demonstrate Knowledge of Interactive Media - Graphics and Animation

IS_25.1 Demonstrate the ability to develop and create 3D models.

Learning Indicator: IS_25.1.1 Recognize 3D terminology and application interfaces

Learning Indicator: IS_25.1.2 Create a 3D model, including modeling, surface materials, camera, lighting, moving, scaling and rendering

Learning Indicator: IS_25.1.3 Create an environment or background

IS_25.2 Demonstrate the ability to model 3D objects.

Learning Indicator: IS_25.2.1 Use and manipulate 3D graphics

Learning Indicator: IS_25.2.2 Use and manipulate Primitives

Learning Indicator: IS_25.2.3 Create and edit shapes

Learning Indicator: IS_25.2.4 Use editing techniques for models, to include but not limited to extrusion, beveling, grouping, reshaping, lathe/revolve and Boolean

IS_25.3 Demonstrate the ability to apply surface materials to 3D models.

Learning Indicator: IS_25.3.1 Create and apply surface materials, to include color, texture procedurals, luminosity, transparency, reflective and UV mapping

Learning Indicator: IS_25.3.2 Edit surface materials

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IS_25.4 Demonstrate the ability to apply lighting and camera techniques for effect.

Learning Indicator: IS_25.4.1 Apply lighting effects to include three point and realistic lighting

Learning Indicator: IS_25.4.2 Identify 3D specific lighting sources such as directional, spot light, global, shadows and point light

Learning Indicator: IS_25.4.3 Apply camera effects such as aspect ratio/film back

Learning Indicator: IS_25.4.4 Use settings and modify camera views such as staging, truck, pan, zoom and dolly

IS_25.5 Demonstrate the ability to render 3D models.

Learning Indicator: IS_25.5.1 Apply the mechanics of rendering (e.g., raytracing, shadows/lighting)

Learning Indicator: IS_25.5.2 Apply output mechanics (e.g., file types, resolution, destination, and naming conventions)

IS_25.6 Demonstrate the ability to animate 3D models.

Learning Indicator: IS_25.6.1 Apply the mechanics of animation (e.g., frame rate, keyframing, path and cycle animation, pivot/origin points, FKIK constraints, editing timeline, and rigging)

Learning Indicator: IS_25.6.2 Apply various animation effects such as particle systems and environmental simulations (wind, gravity, and time)

Learning Indicator: IS_25.6.3 Apply principles of animation (e.g., concept drawing character appeal, anticipation, exaggeration, squash and stretch, timing/spacing, staging, overlapping, and arcs)

IS_25.7 Demonstrate the process of creating 3D animation.

Learning Indicator: IS_25.7.1 Demonstrate a project brief

Learning Indicator: IS_25.7.2 Demonstrate a story (e.g., script writing, style, story conceptualization, character, color, and clothing)

Learning Indicator: IS_25.7.3 Demonstrate storyboards, dialog recording, animatic/story reel, scene blocking, modeling, rigging, mapping/texture, lighting, animating, rendering, effects, and compositing
