

# Web Design and Multimedia Productions: Grades 11, 12

Adopted 2007

## Introduction to Multimedia

### 1.1 Define terminology

1. Prepare a list of terms with definitions 1.1.1
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### 1.2 Explain various ways of accessing the Internet

1. Identify types of browsers 1.2.1
  2. Identify search engines 1.2.2
  3. Describe search techniques 1.2.3
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### 1.3 Describe the basic components of a development system used for multimedia

1. Identify some of the equipment used 1.3.1
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### 1.4 Identify the laws and regulations affecting multimedia

1. Differentiate between freeware and shareware 1.4.1
  2. Explain fair use laws that apply to education multimedia productions 1.4.2
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### 1.5 Discuss file compression

1. Recognize why file compression is necessary when dealing with multimedia applications 1.5.1
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## Graphic Editing

### 2.1 Define terminology

1. Prepare a list of terms with definitions 2.1.1
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### 2.2 Identify different text formats

1. Discuss fonts and font characteristics 2.2.1
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### 2.3 Identify various graphic formats

1. Explain graphic file formats:
  - bitmap
  - vector graphics
  - Gif
  - JPEG
  - others 2.3.1
2. Locate and obtain graphics from the Internet 2.3.2

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## 2.4 Demonstrate use of hardware used for graphics and text

1. Scan an image and/or text [2.4.1](#)
  2. Take a picture using a digital camera and upload to your computer [2.4.2](#)
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## 2.5 List types of graphic software

1. Compare and contrast graphic software applications [2.5.1](#)
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## 2.6 Edit images using a graphic software

1. Demonstrate how to transform images: software<ul><li>crop</li><li>scale</li><li>rotate</li><li>skew</li><li>distort</li></ul> [2.6.1](#)
  2. Apply color adjustments to a photo:<ul><li>brightness</li><li>contrast</li><li>hue</li><li>saturation</li></ul> [2.6.2](#)
  3. Demonstrate photographic manipulation:<ul><li>changing heads</li><li>changing backgrounds</li><li>liquefying</li><li>blurring</li><li>retouching</li><li>layering</li><li>opacity</li><li>others</li></ul> [2.6.3](#)
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## Animation

### 3.1 Define terminology

1. Prepare a list of terms with definitions [3.1.1](#)
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### 3.2 List types of software used to create animations

1. Compare and contrast various animation create animations software [3.2.1](#)
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### 3.3 Demonstrate how to create an animation

1. Create an animation [3.3.1](#)
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## Using Sound/Music

### 4.1 Define terminology

1. Prepare a list of terms with definitions [4.1.1](#)
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### 4.2 Describe different types of sound files

1. Locate and save a WAVE file from the sound files Internet [4.2.1](#)
  2. Find and save a MIDI file from the Internet [4.2.2](#)
  3. Use a ripper to extract music from a CD [4.2.3](#)
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### 4.3 Demonstrate use of hardware for sound

1. Use a microphone and save your waveform [4.3.1](#)
  2. Use speakers [4.3.2](#)
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### 4.4 Demonstrate how to manipulate a sound file

1. Edit a sound file [4.4.1](#)
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## Video Editing

### 5.1 Define terminology

1. Prepare a list of terms with definitions [5.1.1](#)
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### 5.2 Describe the most commonly used file formats for video

1. Compare and contrast different video file formats [5.2.1](#)
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### 5.3 Describe sources for obtaining digital video

1. Locate and save a digital video from the Internet [5.3.1](#)
  2. Use a digital camcorder to create a video and upload to your computer [5.3.2](#)
  3. Use a video capture device to extract video from a VCR/DVD [5.3.3](#)
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### 5.4 List types of video editing software

1. Differentiate between types of video editing software [5.4.1](#)
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### 5.5 Edit video and sound using a video editing software

1. Add several video clips to a timeline [5.5.1](#)
  2. Add several sound clips to a timeline with fade in and outs between clips [5.5.2](#)
  3. Add special video effects:
    - <li>blur</li><li>crop</li><li>zoom</li><li>dissolve</li><li>slow motion</li><li>chroma keying</li><li>fade</li><li>others</li></ul> [5.5.3](#)
    - 4. Add transitions between video clips [5.5.4](#)
    - 5. Split video/sound clips using software tools [5.5.5](#)
    - 6. Render a completed video [5.5.6](#)
    - 7. Export the timeline as a video file [5.5.7](#)
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## Introduction to HTML, JavaScript, and Creating a Multimedia Web Site

### 6.1 Define terminology

1. Prepare a list of terms with definitions [6.1.1](#)
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### 6.2 Identify Web page design software

1. Explain features of various Web page design software [6.2.1](#)
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### 6.3 Discuss design considerations and planning steps in developing an effective Web site

1. Explain features considered when planning a Web site [6.3.1](#)
2. Evaluate Web sites for effectiveness [6.3.2](#)
3. Determine target audience [6.3.3](#)
4. Develop storyboard [6.3.4](#)
5. Edit storyboard [6.3.5](#)
6. Finalize storyboard [6.3.6](#)

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## 6.4 Create a Web site using HTML

1. Create a Web site with components such as:
  - <li>titles</li><li>background colors or images</li><li>background sound</li><li>scrolling marquee</li><li>horizontal ruled line</li><li>graphics and/or animated gifs</li><li>appropriate text (changing fonts, colors, and sizes)</li><li>hyperlink pages together with text and/or graphics</li><li>table with pertinent information and graphics</li></ul> 6.4.1

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## 6.5 Add JavaScript special effects

1. Use a site with downloadable scripts to add to your Web site 6.5.1

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## 6.6 Identify components of a Web site

1. Create a multipage Web site using site components such as:
  - <li>themes/frames</li><li>scrolling marquees</li><li>page transitions</li><li>thumbnails</li><li>alternative text</li><li>page captions</li><li>tables</li><li>hover/rollover buttons</li><li>forms</li><li>image map/hot spot</li></ul> 6.6.1

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## 6.7 Add multimedia to your Web site

1. Insert sounds, video, graphics, and text to enhance your Web site 6.7.1

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## 6.8 Identify methods of publishing a Web site

1. Demonstrate how to publish a Web site 6.8.1