PHOTOGRAPHY, GRAPHIC ARTS AND ANIMATION http://Kitsilanographics.ca

PHOTOGRAPHY 9 – 12
(Course fees are set by VSB School Trustees)

Photo 9	**MVA--09PH1**
Photo 10	**MVAPH10**
Photo 11	**MVAPH11**
Photo 12	**MVAPH12**

Photo classes are project based and you work at your own pace to complete individual and group projects. The focus is on skills, tools and critical thinking. Photography is a fun course where beginners can learn the basic techniques and more advanced photographers can work on challenges that are more complex. Full of creativity and variety, you will never be bored, regardless of your skill level and how many years you take photography! Join at any grade level and be surprised by how much you will learn.
Students take courses at the Photo 9-12 level, but are placed in the level appropriate for their skills

Photo 1
Learn how traditional film photography and the Dark Room works, before using digital cameras to develop your photography skills. Using Photoshop, you will improve the quality of your images and learn how to use them in new contexts and for different audiences and purposes. In spring, there will be lots of chances to take photos with DSLRs and a variety of lenses.

Photo 2
Start by refreshing your film skills, and learn how a manual camera operates. When it is wet outside, you will be working in the photo studio with professional lighting. Evaluate how great photographs are taken, and learn to take great photographs yourself. Develop your skills in Photoshop to communicate your ideas and express your mood or message through the images you create. In spring, you will have time to work on projects of your own choosing.

Photo 3
Explore the practice of professional photographers and develop an understanding of the power of images and the social responsibility that comes with modifying them. Learn to use the language of photography to critically evaluate the quality of both your own and that of others. This level of photography allows for a lot of student choice, so you can develop your individual interests and style.

ANNUAL PRODUCTION 10/11/12

Annual Production 10	YCCT-0CIB
Annual Production 11	NEW Course Code Here
Annual Production 12	NEW Course Code Here

Do you enjoy desktop publishing, photography, journalism or promoting the school culture and traditions? In this course you will be involved in every part of the process of creating and publishing the school Yearbook. Unlike any other course, what you create will be seen by thousands for years to come! No course fees, instead you get treats and meals when production targets are met. Students are placed in courses at the 10-12 level, and will have increased responsibility based on experience. Students interested in being editors should see Mr. Mehl at time of course selection.

GRAPHIC ARTS 9-12

(Course fees are set by VSB School Trustees)

	Level 1 (Graphic Arts)	Level 2 & 3 (Graphic Production)
Grade 9	MVA--09GR1	--
Grade 10	sign up for Grade 11 course	
Grade 11	MVAGA11	MGRPR11
Grade 12	MVAGA12	MGRPR12

Graphic Arts classes are project based and you work with a variety of materials, techniques and software. Structured in units, so that once you have learned the basic skills, you can choose between designing T-shirts and buttons, 3D printing, publishing a magazine, animation, or developing items for advertising and social media. Graphic design is all around us, and in almost everything we view or use to interact. The Kits Graphic Design program offers so many choices and options, it will take more than one course to explore them all, and it's never too late to start, regardless of you level of skill or previous experience.

Graphic Arts (Level 1)

Learn some basic Graphic Design skills, first on paper and then on the computer. Adapt your new skills to create things such as T-Shirt designs, Posters, Buttons, 3D printed designs and animation. By taking creative risks, you will create meaningful artistic and personal pieces of design.

Graphic Production 1 (level 2)

Design with purpose. By using a variety of materials, tools, techniques and principles, you will design with a 'customer' in mind. Second term the focus is silkscreen printing, and third term is based on student interests. Throughout you will think about who will want to use what you design and how can you meet their requirements? You will use industry standard software (Adobe CC, AutoCAD, etc.) and look to professional sources for inspiration. You will learn how to present your ideas to a variety of audiences.

Graphic Production 2 (level 3)

For those serious about Graphic Design, 3D printing or silk-screening. Content at this third level will be based on your interest, previous experience and individual skill level. There is a strong expectation that projects created are 'real world' and could be marketed and sold. Individual learning plans will be created for each student to ensure portfolio worthy assignments can be taken home.

ANIMATION 10-12

(Course fees are set by VSB School Trustees)

Animation 10	MMEDD10
Animation 11	MMEDD11
Animation 12	MMEDD12

With Animation a major employer in Vancouver, these courses are for those who want to learn fundamental animation skills. You will be placed in a sequence of courses, based on experience, regardless of grade level. Term 1 and 2, you will create both individual and group projects to learn the principles of animation. Through planning and problem solving you will develop your skills and critical awareness. In term three you will create a 'feature' animation.

Animation 1 - Animation Basics:

First term you will create Flip books, Storyboards and several Stop Motion animations using Paper, Lego, and Clay. Second term is all about Animation careers and practicing LipSynching, timing and working with multiple layers of animation.

Animation 2 - Professional Tools

Learn what makes characters look alive, work with professional software, green screens and reference videos in first term, and computer graphics (2D or 3D) in second term.

Animation 3 – Demo Reel

Develop your own learning plan, based on the skillset you want to develop. Each term will have negotiated goals and the result should be a collection of shorts that showcase your animation skills.