Multimedia Technology

Multimedia Technology is perfect for those students looking to merge their creativity in design with their love of technology. It nurtures the need for strong graphic design, photography and videography skills using Adobe Creative Suite. With these skills, students are able to enter a growing career field where they can work as a graphic designer, videographer, photographer and more.

SKILLS LEARNED:

Adobe:
- Premiere (video editing)
- After Effects (animation)
- Photoshop (photo editing/graphic design
- Illustrator (graphic design)
- InDesign (layout)

CREDENTIALS STUDENTS CAN EARN:

- Adobe (4 points each)

COLLEGE CREDIT:

Students may earn up to 6 hours of cost-free college credit.

STUDENT PURCHASED TOOLS:

- Sketch Book- at least 50 sheets
- Notebook
- Box of Pencils
- Box of Tissues
- Headphones or earbuds plug in only (not wireless)
- 1 TB hard drive
- A set of colored pencils or color markers

UNIFORM DETAILS:

Uniforms are ordered through the Apollo website. All students who were accepted prior to the first day of school are expected to be in uniform by September 16th. Students accepted within the first two weeks of school must be in uniform by October 1st. Students who are not in uniform by these deadlines may be sent home or have daily grade reductions for professionalism.

Purchased through online portal:
- Long/short sleeve Tshirt, crewneck sweatshirt, button-down dress shirt (recommend more than one)

Can be purchased anywhere:
- Tan colored khaki pants, black or dark blue jeans - must be worn every day
- Tennis Shoe or Any Closed Toed Shoe

TYPICAL SCHOOL DAY SCHEDULE:

- 8:00 am – 2:25 pm
  - Buses leave at 2:20
  - Drivers at 2:25
- First-year students have lab in the afternoon and second-year students have lab in the morning.
  - Some schedules may vary.

INSTRUCTOR
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