



# Multimedia (TAS)



# Multimedia

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Students develop knowledge relating to current and emerging technologies in industrial and domestic settings. They study the interrelationship of technologies, equipment and materials used in a variety of settings.

They develop skills through project-based learning in the design, planning, management and production of practical projects. Students are provided with opportunities to have responsibility for their own learning through a range of student-centred learning experiences.

## **Current projects include:**

- Image manipulation and graphic design
  - Stop motion
  - Audio production (podcasting)
  - Cinematography and video editing
  - Visual effects SFX (After Effects)
  - Game development
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# Stop motion

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Students use a variety of props to create short clips in stop motion photography.

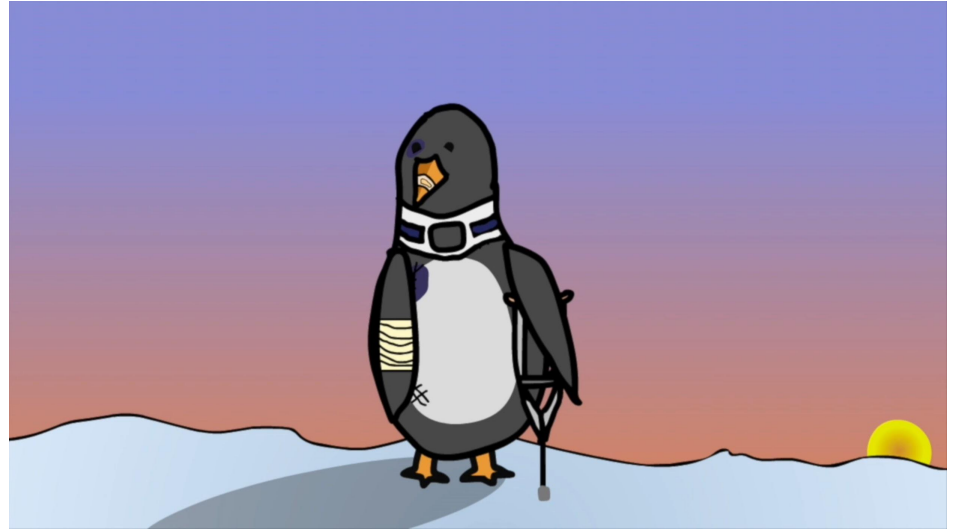




# Animation

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Students create animation using industry standard software and drawing tablets.





# Game development

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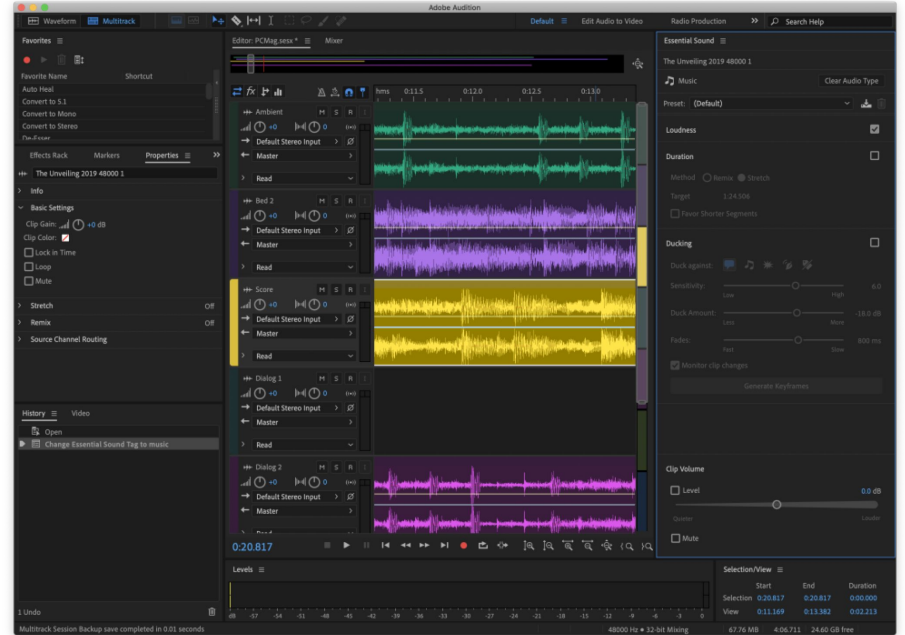
Students use a variety of software to test out their game making abilities.





# Audio production

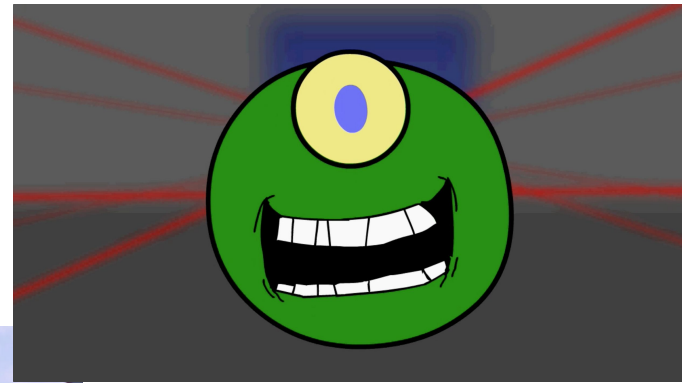
Students use software to record and edit crisp audio files.





# Visual SFX and Film

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## Further study

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Students have the option to study Multimedia at a higher level in Years 11 and 12. Where students go on to plan, manage and produce a major works. In addition to studying the Multimedia industry

<https://www.handbook.unsw.edu.au/undergraduate/courses/2019/BENV2409>

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