Communications Technology

Gr 11 - TGJ3M1

Enter

Prerequisite - None

Students will develop knowledge and skills as they design and produce media projectsin the areas of live, recorded, and graphic communications.

These areas may include TV, video, and movie production; radio and audio production; print and graphic communications; photography; digital imaging; broadcast journalism; and interactive new media.

Student projects may include computer-based activities such as creating videos, editing photos, working with audio, cartooning, developing animations, and designing web pages.

Photoshop
Illustrator
Premiere Pro
Audition

Mac Tv

creative graphic PRINTING POSTERS WEB

GRAPHIC design