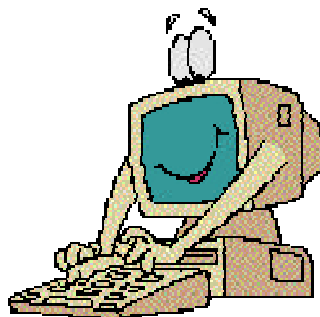


## Video Gaming

Computer game design requires individuals with different skill sets, working together to produce a game. Animators, programmers, and experts in story development work together to design and create the computer games we use. Students in this strand will focus on the programming area, developing games by working within a virtual enterprise. The best games will be entered into an international gaming competition. The course sequence for this pathway is Computer Concepts and Applications, Fundamentals of Programming, Video Game Design I, and Video Game Design II.

## Video Production

Video production prepares students to work in the film industry. Students will gain skills in story development, filming techniques, and video editing. Some projects will be broadcast on our internal cable system, while others may be broadcast on our local public access cable channel. Our advanced students put together the daily bulletin which is broadcast internally to each classroom. Some of these same students are involved in creating video programs aired on our local cable channel. The course sequence for this pathway is Video Production I, Video Production II, Advanced Video Production, and Video Yearbook.



### For more information, contact:

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Or

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714-532-8000

# Canyon High School

Grades 9-12



**Orange Unified School District**

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## ***DREAM Program***

***(Digital Reality in  
Entertainment Arts Media)***

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## ***Why DREAM***

### **STUDENTS ARE MORE MOTIVATED**

We know that making the curriculum relevant is important in connecting students to school. The DREAM (Digital Reality in Entertainment, Arts, and Media) Program is designed to connect students with art and technology based occupations in the real world.

### **STUDENTS ARE PREPARED FOR FUTURE CAREERS**

Employment opportunities in the video gaming industry, graphic design, computer programming and other technology centered occupations are growing in this area. The Art Institute, Cal Poly Pomona, UCI, Chapman University, UCLA, and USC all have majors in these areas. Students who follow these pathways will be prepared to move into these industries or on to a university or college.

## **DREAM Program**

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THE DREAM PROGRAM HAS FIVE STRANDS: ANIMATION, CIS, DIGITAL ART, VIDEO GAME DESIGN, AND VIDEO PRODUCTION.

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### **Animation**

Professional animators tell us that if you want to be successful in this industry, you will need to have both drawing and story-telling skills, along with technical skills to use the new software for computer generated animation. Our program is designed to provide you with a foundation in drawing, along with training in creating computer generated 2D and 3D animations. In the animation courses, you will draw animation sequences and digitize them (pencil test), do stop motion, claymation and work with 2D and 3D animation software. The course sequence for this pathway is Art I or Story-telling Through Graphic Novels, Animation I, Animation II, and Animation III

### **CIS**

This pathway is an alternative to the Video Game pathway. Students in CIS will take the same courses in their first two years as the students in the Video Game pathway, but may opt to take more computer technology centered courses in their last two years. The course sequence in this pathway is

Computer Concepts and Applications, Fundamentals of Programming, Systems Technology, and Network Technology.

### **Digital Art**

Digital art is a major component of everyday life in our society. Graphic and design artists create the advertising we see, the packaging for our products, and numerous other commercial items, like company logos. If you would like to be part of this field, you will need to develop your artistic and technical skills. A strong art/design background along with drawing skills and the ability to digitize and electronically manipulate the images you create are critical to success in this area. This pathway consists of Art I, Digital Art, Digital Design I and Digital Design II.

