

Digital Technologies Exam Outline

- Know what Acceptable Use policies are and how they apply to you as a student in this school and as an employee.
- Know what fair use guidelines are and how the limitations of use of media in an educational environment.
- Be able to compare various companies' privacy policies and discuss why these policies are important.
- What is copyright and how can you avoid infringing upon these rights as a student in school?
- Know the rules of composition or photography and how to recognize them in an image.
- Know what aperture is and how it affects the depth of field of a photograph.
- What are the various mode settings on the camera (Aperture priority, Shutter Priority, Program and Manual). What does each do?
- Know how to login to Animoto and use it to create a project that includes text, images and music.
- Know how to take photos that are crisp images and troubleshoot camera situations where the images you get are not sharp (in manual mode only).
- Know what motion blur is. Be able to tell me how you attain an image that has motion blur in the foreground or background, and not both.
- Know how to light paint.
- Know the important aspects of storyboarding and be able to storyboard effectively.
- Know what some important aspects of video production include.
- Know how to use Aperture's basic tools, including saturation, contrast, temperature, brightness, black point, shadows, exposure, etc.