There are several sub-disciplines within Media Arts that often overlap to produce interdisciplinary work. Each sub-discipline provides the opportunity for the artist(s) to communicate a time-based message.

**ANIMATION** There are two types of animation production: analog and digital. Analog animation is the process of creating the illusion of motion by means of rapid display of static images like cut outs or clay figures. Digital animation is produced on a computer with specialized software to create 2D and 3D moving images through the manipulation of elements of texture, movement, form, light and shading.

**AUDIO AND DIGITAL MUSIC** Students are learning digital music production and audio engineering skills. In music production, students are also learning basic music theory and song structure and how to compose music using digital software. In audio engineering, students are learning audio software and technology is used for recording, editing, mixing and sampling music or other audio content (e.g., narratives, spoken word, soundscapes, and documentaries).

**CINEMA STUDIES** The study of how to understand and appreciate the art, style, and structure of films.

**DESIGN** (Graphic Design, Web Design, Book Design, Poster Design, Print Design, Urban Design, Design-Solutions/Critical Thinking skills) Both a process and an action, 2D or 3D design includes graphic design, motion graphics, web design, digital photography and illustration. Students learn about visual aesthetics, design principles, and composition in the creation of digital artwork including logos, zine layouts, collages, posters, flyers, web blogs, etc.

**DIGITAL VIDEO** The process of creating a product by recording moving images and sound using a digital video camera or device (smart phone, tablet, or DSLR-Digital Single Lens Reflex cameras) and digital storage. In digital video production, students learn camera angles, framing, and movements. Digital videos can be edited on computers or mobile devices with editing software and can be transmitted online. During the editing process, students learn post production skills that include cutting segments, re-sequencing clips, adding transitions, and using special effects. Examples of digital video products include: video narratives, documentaries, music videos, news packages, public service announcements, and experimental videos.

**FILMMAKING** The process of creating a product/film by using a film camera and recording moving images and sound on a piece of plastic coated with light sensitive emulsion.

**MEDIA LITERACY** The ability to analyze and evaluate the reliability, credibility, and intent of information produced from different media platforms; to understand the role of media in a democracy and the right of freedom of speech under the first amendment. Media Literacy involves knowing and understanding the underlying fundamental rights that allow for the type of invested artistry, dissemination, and dialogue media arts education aims to foster.

**PHOTOGRAPHY** (Analog, Digital, Alternative Processes) Photography is the art or practice of taking and processing photographs. The study of photography includes principles of design, composition, and lighting as well as the history of photography, scientific and technological development, and relevance within diverse cultural contexts. Archiving, organizing, and optimizing for print or web purposes as well as image techniques and digital manipulation using software such as Adobe Photoshop are often included in the study of photography.

**SOCIAL MEDIA** Social Media provides a space to dialogue around stories and content. New media tools that allow for digital communication and information sharing include Twitter, Vine, Instagram, Snapchat, Facebook, meme-making apps, and others.

**FIELD TRIP** A classroom visit to a cultural institution, museum, or external community arts partner’s facilities for an arts-related experience or performance.

**IN-SCHOOL PERFORMANCE** Performances by students or arts partners that take place during the traditional school day.

**OUT-OF-SCHOOL TIME** Any programming in which CPS youth participate outside of the traditional school day.

**RESIDENCY** An artistic program within a given school in which a teaching artist(s) implements an arts-learning curriculum over the course of several weeks or months, typically in conjunction with CPS classroom instructors.

**RESOURCES** Physical resources to supplement a school’s arts education programming (e.g. arts supplies, instruments, etc.). Does not include grants of granting agencies as partners.