



# Making Movies: Visual arts and Audio technologies

<b>INDUSTRY FOCUS AREA:</b>	Entertainment, marketing
<b>VICTORIAN CURRICULUM LINKS:</b>	Y7 – 10: Visual Art, Music, Digital Technologies,
<b>TECHNOLOGY USED:</b>	Ableton Music Production Software, Lighting Equipment, Editing Software, VR, iPads
<b>YEAR LEVEL:</b>	All
<b>DURATION:</b>	1 Day
<b>LEVEL:</b>	Intermediate
<b>MAX STUDENTS:</b>	30

## Introduction

Technology is revolutionising the film and music industries. Technology is changing film production to create better sets, sounds, lighting, and footage. 3D visuals and augmented reality provide different experiences for viewers. Music technology is changing the way music is made, recorded and edited and is enhancing the listening experience.

## Program Summary

Students will create a movie or animation piece using VR, 3D modelling and graphics technologies. They will also use the latest technology to create their own music and sounds and integrate this with their visual art.

## Taking part in this program, students will collaboratively:

- Understand how to use technology to create film and audio.
- Create a movie or animation piece to build knowledge in editing, design and production of a communication piece to engage a targeted audience

## Career Links:

Film and video production, music recording and performing, marketing and advertising.

