



DIGITAL MEDIA & MULTIMEDIA DESIGN

Module Eight: Premiere Pro	Posts & Tutorials	Assignments	Tests & Quizzes	Portfolio Assignment
Week 1: Premiere 101 <input type="checkbox"/> Tutorial D1 <input type="checkbox"/> Video D1 <input type="checkbox"/> LearnKey PR1 <input type="checkbox"/> Quiz D1	Tutorial D1: Screen Recording using OBS <i>Write a tutorial that explains how to use OBS to record a screen for use in video creation.</i>	Video D1: Learning Premiere Pro LearnKey PR1: Working in the Video Industry	Quiz D1: Working in the Video Industry	Folio D1: The Good Old "How To" Video <i>Create a 2-3 minute video that explains "how to" do something that you choose. It should feature captured video and voiceover work, graphics and some animations too.</i>
Week 2: Cameras & Video <input type="checkbox"/> Tutorial D2 <input type="checkbox"/> LearnKey PR2 & PR3 <input type="checkbox"/> Quiz D2 <input type="checkbox"/> Gmetrix PR1	Tutorial D2: Getting Better Shots for your Videos <i>Explain how to get cool cinematic shots to make better videos. Explain all of your favorites.</i>	LearnKey PR2: Project Setup and Interface LearnKey PR3: Organizing Video Projects	Quiz D2: Becoming a Premiere Pro... Pro? Gmetrix PR1: Premiere Pro Practice Exam 1	<div>Extra Credit</div>
Week 3: Winning at Premiere Pro <input type="checkbox"/> Tutorial D3 <input type="checkbox"/> LearnKey PR4 & PR5 <input type="checkbox"/> Gmetrix D2 <input type="checkbox"/> Quiz D3	Tutorial D3: Working with Greenscreens & Lights <i>Explain the techniques of using studio lights and a green screen for film use.</i>	LearnKey PR4: Creating and Modifying Visual Elements LearnKey PR5: Publishing Digital Media	Quiz D3: Creating & Publishing Gmetrix PR2: Premiere Pro Practice Exam 2	Extra Credit D1: Argue with Yourself, Literally. <i>This will be fun! Using a greenscreen, make a short video where you talk to "yourself" as two different characters on opposite ends of an argument. Choose a debate, pick a location (to change the background) and get to the script!</i>
Week 4: Test Week <input type="checkbox"/> Tutorial D4 <input type="checkbox"/> Folio D1 <input type="checkbox"/> Premiere Cert	Tutorial D4: The Premiere Pro Survival Guide <i>...come on you know what this is...</i>	<i>Nothing here this week! Study, study, study! -GD</i>	Certification Test: Digital Video Using Adobe Premiere Pro	

Module Nine: After Effects	Posts & Tutorials	Assignments	Tests & Quizzes	Portfolio Assignment
Week 5: Getting Started with After Effects <input type="checkbox"/> Tutorial D5 <input type="checkbox"/> Video D2 <input type="checkbox"/> LearnKey AE1 <input type="checkbox"/> Quiz D4	Tutorial D5: Rigging Characters in After Effects <i>Explain how to rig and animate a simple character in Adobe Animate.</i>	Video D2: Learning After Effects LearnKey AE1: Working in the Visual Effects and Motion Graphics Industry	Quiz D4: After Effects for Beginners	Folio D2: Animated App Loading Screen <i>Using only Illustrator and After Effects, create a loading screen for a mobile app of your choosing. The video should be 5 seconds long, and be creatively "on brand" for the app.</i>
Week 6: Getting better with After Effects <input type="checkbox"/> Tutorial D6 <input type="checkbox"/> LearnKey AE2 & AE3 <input type="checkbox"/> Quiz D5 <input type="checkbox"/> Gmetrix D3	Tutorial D6: Working with 3D in After Effects <i>Using your own video or royalty free stock, explain how to add a 3D text element on a shot.</i>	LearnKey AE2: Project Setup & Interface LearnKey AE3: Organizing Projects	Quiz D5: Technical Foundations in After Effects Gmetrix D3: After Effects Practice Exam 1	<div>Extra Credit</div>
Week 7: After Effects Like a Boss... sorta <input type="checkbox"/> LearnKey ID4 <input type="checkbox"/> LearnKey ID5 <input type="checkbox"/> Gmetrix B4 <input type="checkbox"/> Tutorial B7 <input type="checkbox"/> Quiz B6	Tutorial D7: How to Create a Logo Reveal or Stinger <i>Explain how to make a decent stinger for a logo of your choosing for video output in a step-by-step guide.</i>	LearnKey AE4: Creating & Modifying Visual Elements LearnKey AE5: Publishing Digital Media	Quiz D6: After Effects Creation & Publishing Gmetrix D4: After Effects Practice Exam 2	Extra Credit D2: Kinetic Typography Lyric Video <i>Create a hilarious kinetic typography video synced to the song "It's Raining Tacos" using Adobe After Effects. Animate custom-designed tacos from Illustrator and bring the lyrics to life with motion graphics.</i>
Week 8: Test Week <input type="checkbox"/> Folio D2 <input type="checkbox"/> Tutorial D8 <input type="checkbox"/> After Effects Cert	Tutorial D8: The After Effects Survival Guide <i>Here we go again...at least this is the last one?</i>	No extra assignments here! Just study for the certification test! -GD	Certification Test: Visual Effects & Motion Graphics using Adobe After Effects	

THE LAST Weirdo 9th Week Fix It Up	Posts & Tutorials	Assignments	Tests & Quizzes
Week 9: Redo & Reflect: Portfolio Redemption Week <input type="checkbox"/> Folio D3	<p><i>Guess what?</i></p> <p><i>No tutorial... ever again! You are done. Forever. You never need to deal with me ever again after this week.</i></p> <p><i>Do you feel good about that? You should... you made it! -GD</i></p>	<p>Folio D3: Portfolio Redemption</p> <p>Go ahead and look at your portfolio... Now you have a whole bunch more stuff that you can fix up. Pick anything going all the way back in time and polish it up. Be sure that you REALLY put the work in this time!</p>	<p>Re-Certification Test: Last chance to get that one that got away! If you want to get it, now is your chance.</p> <p>This is your last chance to get that cert, so what are you waiting for?!?</p>

... and that's it. I have nothing left for you. You know enough about digital media design now to be effective. Get your portfolio up and beautiful, and go make money! 💰-GD

Tutorial D1: Screen Recording using OBS

If you've ever wanted to show exactly what's happening on your computer screen—whether it's demonstrating a new design technique, recording a live software demo, or building an educational walkthrough—this is your chance to create something that's both useful and portfolio-worthy. In this tutorial, you'll be writing a guide that teaches others how to record their screen using OBS Studio. You'll capture your own original footage, experiment with scene and source settings, and explore ways to make the final video clean, clear, and ready for editing. The emphasis here is on storytelling through your screen—showing, not just telling.

Think about the real-world scenarios where screen recordings shine: walking clients through a design mockup, recording a time-lapse of your editing workflow, or creating training videos for a product launch. When writing your tutorial, include helpful search terms like “OBS display capture,” “audio input capture setup,” “output resolution settings,” and “saving recordings in MP4 format” so your reader can dig deeper into the software. Use examples from your own recordings to demonstrate quality tips, common mistakes, and quick fixes. By the end, you'll have not just a useful guide, but also an original screen recording you can proudly embed in your WordPress portfolio.

17.01 – Demonstrate knowledge of non-linear editing software. ...because you'll be capturing screen footage that can be refined, trimmed, and enhanced in editing software.

17.05 – Use time-based media editing software to create and edit a movie that includes video footage with a title, transitions, Foley audio and rolling credits and output to video. ...because your screen recordings may be integrated into a larger edited project with added titles, transitions, and audio.

19.01 – Use authoring software to plan and create a promotional campaign that includes collateral materials, digital photography, webpages, animation, video, and/or audio. ...because screen recordings can be a key media element in instructional or promotional content.

20.02 – Create and publish a digital portfolio. ...because your completed tutorial and sample recording should be showcased as an example of your technical and creative skill.

20.03 – Market digital media/multimedia design skills for employment. ...because demonstrating professional screen capture and instructional design can set you apart from potential employers or clients.

Tutorial D2: Getting Better Shots for Your Videos

The difference between a dull video and one that hooks viewers often comes down to the shots you choose. This tutorial will get you out of your seat, camera in hand, experimenting with angles, movement, and composition for cinematic results. You'll write a guide that explains your favorite shot types and shows them visually so readers know exactly what to try. The goal is to make videos more dynamic and intentional—without needing a big budget.

Watch a few “cinematic video techniques” or “creative camera angles” videos online for ideas. Then pick at least five specific shot types—like low-angle tracking, over-the-shoulder, dolly-in reveal, top-down flat lay, or parallax pan. In your tutorial, describe each shot, include a photo or diagram, and share tips to make it polished. Use keywords like “rule of thirds,” “leading lines,” “rack focus,” “establishing shot,” and “camera movement” so readers can research further. The final product should inspire someone to grab their camera and try new angles—while giving you original visuals for your portfolio.

17.01 – Demonstrate knowledge of non-linear editing software. ...because once your shots are captured, they can be refined and sequenced in editing.

17.04 – Use storyboarding to plan a short non-linear video project that includes existing video footage with a title, transitions, background sound, voice-over, animation, and rolling credits. ...because planning ensures variety and flow.

17.06 – Collaborate with team members to plan, edit, and shoot video footage utilizing advanced video editing techniques and output to video. ...because teamwork expands the variety of shots possible.

18.01 – Collaborate with team members to plan, edit, evaluate, and present a multimedia presentation or product. ...because feedback improves the final product.

20.02 – Create and publish a digital portfolio. ...because your tutorial and visuals can be featured as a showcase of cinematic composition skills.

Tutorial D3: Working with Greenscreens & Lights

Greenscreens are like magic—they let you put your subject anywhere in the world (or out of it) without leaving the studio. In this tutorial, you'll write a guide on how to set up and light a green screen for clean, believable results. You'll be using the classroom green screen and studio lights, so your tutorial should show the setup process, camera positioning, and how to avoid common problems like shadows, wrinkles, or color spill. The more attention you pay to lighting and even background color, the easier your footage will be to work with later.

Once you've got your footage, you'll explain how to remove the green background (chromakey) in Premiere Pro using screenshots or screen captures. Include terms like "keying," "spill suppression," "even lighting," "backlighting," and "subject separation" so your reader can research further. Show before-and-after visuals so it's clear how lighting and clean keying make a difference. By the end, your reader should understand how to light a subject for a green screen, shoot clean footage, and replace the background with something creative—all while you walk away with original assets for your portfolio.

17.01 – Demonstrate knowledge of non-linear editing software. ...because chromakey work in Premiere Pro requires understanding editing tools and effects.

17.05 – Use time-based media editing software to create and edit a movie that includes video footage with a title, transitions, Foley audio and rolling credits and output to video. ...because green screen footage will be integrated into a final edited video.

17.08 – Plan, create, edit and present a short non-linear movie with title, transitions, sub and virtual clips, sound, background music, voice-over, and credits. ...because greenscreen work often serves as part of a larger video project with multiple elements.

18.01 – Collaborate with team members to plan, edit, evaluate, and present a multimedia presentation or product. ...because proper green screen shoots often require multiple people for lighting, camera operation, and direction.

20.02 – Create and publish a digital portfolio. ...because your keyed footage and tutorial screenshots are ideal for showing technical and creative ability.

Tutorial D4: The Premiere Pro Survival Guide

Opening Premiere Pro for the first time can feel like walking into the cockpit of a jet—there are buttons, sliders, and panels everywhere. This tutorial is your chance to make sense of it by creating a survival guide for new users, built around the five features you’ve found most helpful, fun, or exciting to work with. These could be tools, effects, or editing tricks that make your workflow faster, your videos cleaner, or your creativity go further. The goal is to give readers a “top five” that makes Premiere Pro less intimidating and a lot more fun.

For each feature you choose, include screenshots, images, or diagrams to show exactly what it looks like and how to find it. You might cover things like “Adjustment Layers,” “Essential Graphics,” “Lumetri Color Panel,” “Audio Ducking,” or “Warp Stabilizer,” but the choice is yours. Explain why each feature is useful, how you’ve used it, and give a short example of what it can do for a project. Use search terms like “Premiere Pro workspace,” “video effects panel,” “timeline editing tips,” and “color grading” so your readers can explore further. Your finished tutorial will not only help others—it will also give you a visual, original, portfolio-worthy piece that shows your editing skills and ability to teach them.

17.01 – Demonstrate knowledge of non-linear editing software. ...because identifying and using core features in Premiere Pro builds editing confidence and skill.

17.05 – Use time-based media editing software to create and edit a movie that includes video footage with a title, transitions, Foley audio and rolling credits and output to video. ...because many of the features you highlight will directly improve a finished video project.

17.08 – Plan, create, edit and present a short non-linear movie with title, transitions, sub and virtual clips, sound, background music, voice-over, and credits. ...because mastering useful tools is key to executing a polished, multi-layered project.

19.01 – Use authoring software to plan and create a promotional campaign that includes collateral materials, digital photography, webpages, animation, video, and/or audio. ...because understanding these tools strengthens your ability to create high-quality video content for any campaign.

20.02 – Create and publish a digital portfolio. ...because your guide, with original screenshots and examples, is perfect for showcasing your technical expertise.

Tutorial D5: How to Rig a Character in After Effects

Rigging a character in After Effects is your first step toward making original animations with personality. In this tutorial, you'll walk readers through how to take a flat character design—either created by you or built from simple shapes—and prepare it for animation by adding joints, parenting layers, and creating motion-ready controls. Whether it's a cartoon figure waving, a robot blinking, or a creature doing a dance loop, you'll show others how to bring static art to life. This process mimics real-world animation workflows, and your final result could easily be exported as a social post, demo clip, or portfolio reel.

Guide your audience with vocabulary they'll need to research and understand, like “anchor point placement,” “layer parenting,” “null object rig,” and “2D character control systems.” Emphasize clean organization and show how a well-rigged character makes animation smoother and more flexible. Recommend students use their own art or original vector layers, and build something small but complete—a single looping move is all it takes to make this tutorial portfolio-worthy. Be sure to encourage progress screenshots and helpful commentary as part of the guide.

18.02 – Use authoring software to create an interactive project for use in a kiosk, CD, DVD, merchandising applications, computer-based training or corporate presentation ...because rigging and animating a character in After Effects is a foundational authoring skill used in multimedia presentations and interactive content.

8.04 – Collaborate with team members to plan, edit, evaluate, and present a multimedia interactive presentation or product ...because character rigging often reflects team-based animation workflows in studios and digital media production.

19.01 – Use authoring software to plan and create an advertising campaign that includes collateral materials, digital photography, webpages, animation, video, and audio ...because a rigged character may be used as part of an animated ad, explainer, or campaign asset.

21.02 – Create and publish a digital portfolio ...because a functional character rig and animation sample is ideal for showcasing technical skill and creativity in motion design.

Tutorial D6: Working with 3D in After Effects

Want to make your videos feel cinematic and professional? In this tutorial, you'll show others how to add 3D text into a live-action scene using After Effects. Whether it's a bold movie title rising behind a landscape or stylized floating text tracked into a moving shot, your goal is to make the 3D element feel like it *belongs* in the environment. You'll need to choose your own original footage or use royalty-free stock, and then layer in the 3D text so that it appears grounded in space—using perspective, shadows, and lighting to sell the illusion.

As you write, walk your readers through concepts like “3D text layers,” “camera tracking,” “extruded text,” and “3D lighting in After Effects.” Recommend that they search terms like “track camera to add 3D text in After Effects,” “extrude text with Cinema 4D Lite,” or “fake 3D depth using light and shadow.” Encourage original visuals, step-by-step screenshots, and a short exported clip to show the final result. This kind of tutorial is not just a technical walkthrough—it's a chance to help others develop the eye for realism and spatial awareness that 3D motion design requires.

17.01 – Demonstrate knowledge of non-linear editing software ...because creating 3D compositions requires understanding how non-linear software like After Effects organizes and renders layered digital content.

17.05 – Use storyboarding to plan a short non-linear video project that includes existing video footage with a title, transitions, background sound, voice-over, animation, and rolling credits ...because students should plan how and where the 3D text appears in their scene as part of an intentional visual story.

18.03 – Have the created interactive project evaluated and tested by users and make modifications to improve the project ...because compositing 3D text often requires visual testing and refinement to look realistic and believable.

20.01 – Participate in work-based learning experiences in a digital media/multimedia environment ...because working with 3D in motion graphics simulates real industry workflows used in commercial and entertainment media.

21.03 – Market digital media/multimedia design skills for employment ...because 3D text compositing is a standout, client-facing skill that enhances demo reels and positions students for motion design roles.

Tutorial D7: How to Create a Logo Reveal or Stinger

Every brand needs a powerful first impression—and a logo reveal (also called a stinger) is a fast, polished way to do just that. In this tutorial, you'll guide readers through the process of creating a short animated logo reveal using After Effects. This could be for a real company, a fictional brand you invent, or even your own personal logo as a designer. The final animation should be around 5–10 seconds long and include motion, sound, and strong visual timing to make the logo appear with impact. Think of what you see before a YouTube channel intro, the start of a game trailer, or a company ad—clean, dynamic, and memorable.

Encourage readers to search for terms like “After Effects logo reveal,” “stinger animation with motion blur,” or “build-in transitions for logos.” Have them use original logo art (or recreate a placeholder design in Illustrator or Photoshop), then animate it using techniques like masking, rotation, scale, particle bursts, and sound effects. The final product should be ready to export as a video clip or usable asset for future projects. Strong emphasis should be placed on storytelling through animation—*how* the logo enters the screen should feel deliberate and branded. This makes for a perfect portfolio clip and is often requested in freelance and client projects.

18.01 – Plan interactive projects for use at a kiosk, CD, DVD, e-merchandising, computer-based presentation, training or corporate presentation

...because logo stingers are commonly used in corporate and interactive branding environments.

19.01 – Use authoring software to plan and create an advertising campaign that includes collateral materials, digital photography, webpages, animation, video, and audio

...because logo reveals are key assets in branded video advertising across digital media platforms.

21.01 – Create a digital résumé and print it

...because a personalized animated logo can be used at the start of a designer's résumé reel or self-promo materials.

21.03 – Market digital media/multimedia design skills for employment

...because animated logo stingers are commonly used as freelance deliverables and are valuable examples of employable skills in motion branding.

Tutorial D8: The After Effects Survival Guide

Starting with After Effects can feel overwhelming—so this tutorial is your chance to help others survive their first few weeks. Think back: What do you *wish* someone had told you before diving into comps, timelines, and keyframes? Your job is to create a friendly, visually rich guide for beginners that explains essential concepts in plain language. Include tips on how to stay organized, how to avoid common mistakes, and how to make your first animations look clean and intentional. This should be helpful, encouraging, and filled with the kind of things you learned the hard way.

You'll want to include terms like "composition vs. project," "render queue," "pre-compose," "anchor point," "mask vs. matte," and "RAM preview." Break down why keyboard shortcuts matter, why file organization can save your project, and how to troubleshoot when something disappears or "breaks." Show what layers look like when properly labeled, or how to use guides and grids to line things up. The best part? You get to make it personal—so your tone should be supportive, real, and useful. If you create diagrams or video clips to support the guide, you've just made an excellent first piece for your portfolio.

17.08 – Discuss the use of batch processing and project trimming ...because managing file size, organizing layers, and trimming comps are essential beginner survival skills that prevent render nightmares.

18.04 – Collaborate with team members to plan, edit, evaluate, and present a multimedia interactive presentation or product ...because new users often forget how to structure projects for teamwork and feedback loops, especially in shared environments.

20.01 – Participate in work-based learning experiences in a digital media/multimedia environment ...because everything in this tutorial reflects real-world habits and practices students will need in studios or internships.

21.02 – Create and publish a digital portfolio ...because this survival guide can *become* a digital portfolio entry—especially if turned into a blog post or short video tutorial.

21.03 – Market digital media/multimedia design skills for employment ...because knowing how to explain After Effects in simple terms makes you more valuable in collaborative, client-facing roles.