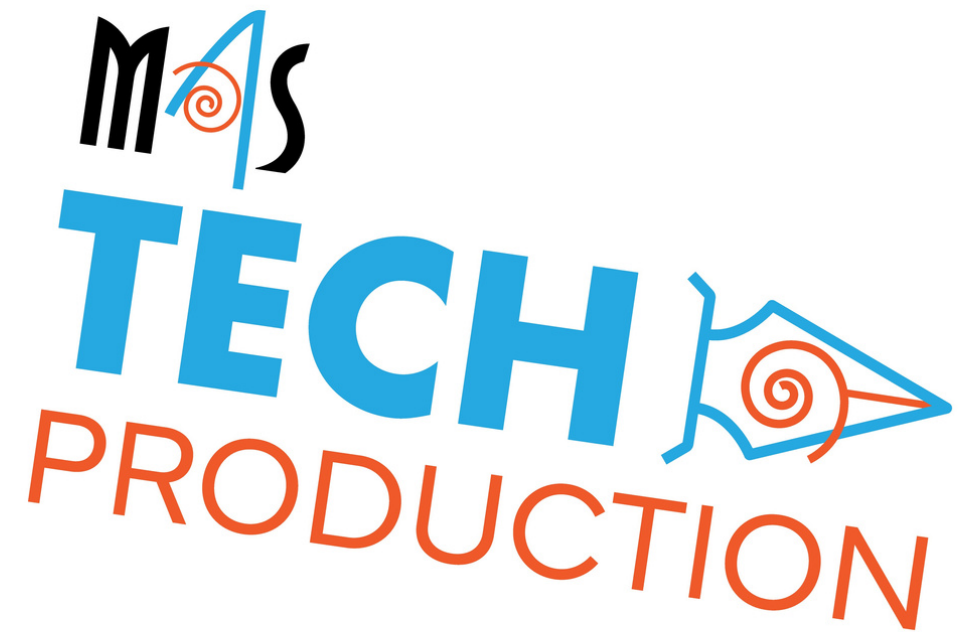# Tech Production Magnet Teachers

- ○ Befy Cibeira- Middle School

- ○ Chrisitan Provenzo- Middle School

- ○ Ralph Proenza- Middle & High School

- ○ Delaila Garcia- High School

- Digital Design
- Graphic Design and Illustration
- Product Branding
- 3D Design
- Web Design
- Programming and Live Performance Asset Design
- Microsoft Office
- Adobe Creative Suite
- Industry certifications

- Tech Production is a 7-year progression

TECH PRODUCTION MIDDLE SCHOOL MAGNET PROGRESSION

6th Grade

- Intro to Digital Design- Basics of Photoshop/Illustrator
- Art

7th Grade

- Intermediate Digital Design- Photoshop/Illustrator /InDesign
- Photography

8th Grade

- Advanced Digital Design and Web Design
- Video Production

TECH PRODUCTION HIGH SCHOOL MAGNET PROGRESSION

9th Grade

- Film 2
- Design is Storytelling & Color Theory

10th Grade

- Website Development
- Marketing & the art of Branding

11th Grade

- Business 101
- Microsoft Suite

12th Grade

- Capstone Senior Portfolio
- Team Management

Audition Requirements
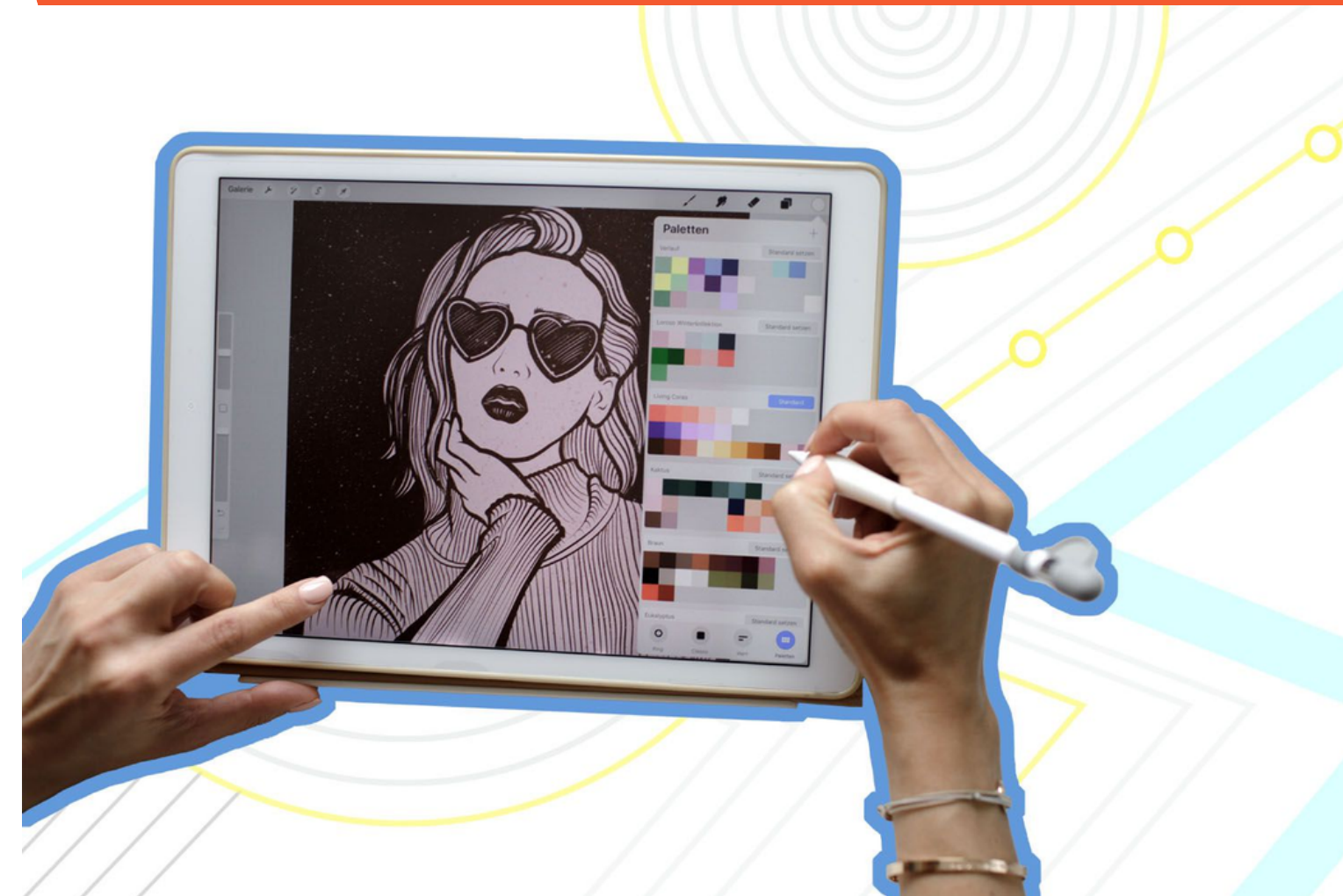
Portfolio

- 4-6 hand drawn art pieces demonstrating artistic ability submitted in a portfolio.
-                                  or
- 4-6 digital art pieces printed out demonstrating artistic ability submitted in a portfolio .
- A combination of hand drawn and digital pieces will be accepted.

Interview

A personal interview to help determine the student's level of interest, discipline and suitability for the program.

Photograph

Please bring a photograph to the audition, not to exceed 5" x 7" and name printed on the back of the photo with your choice of magnet strand.

Future Business Leaders of America

- **Students in Tech Production Magnet can also participate in FBLA club**
- **Events/competitions**
- **FBLA Field Trips & competitions**
- **Middle & High School Level**
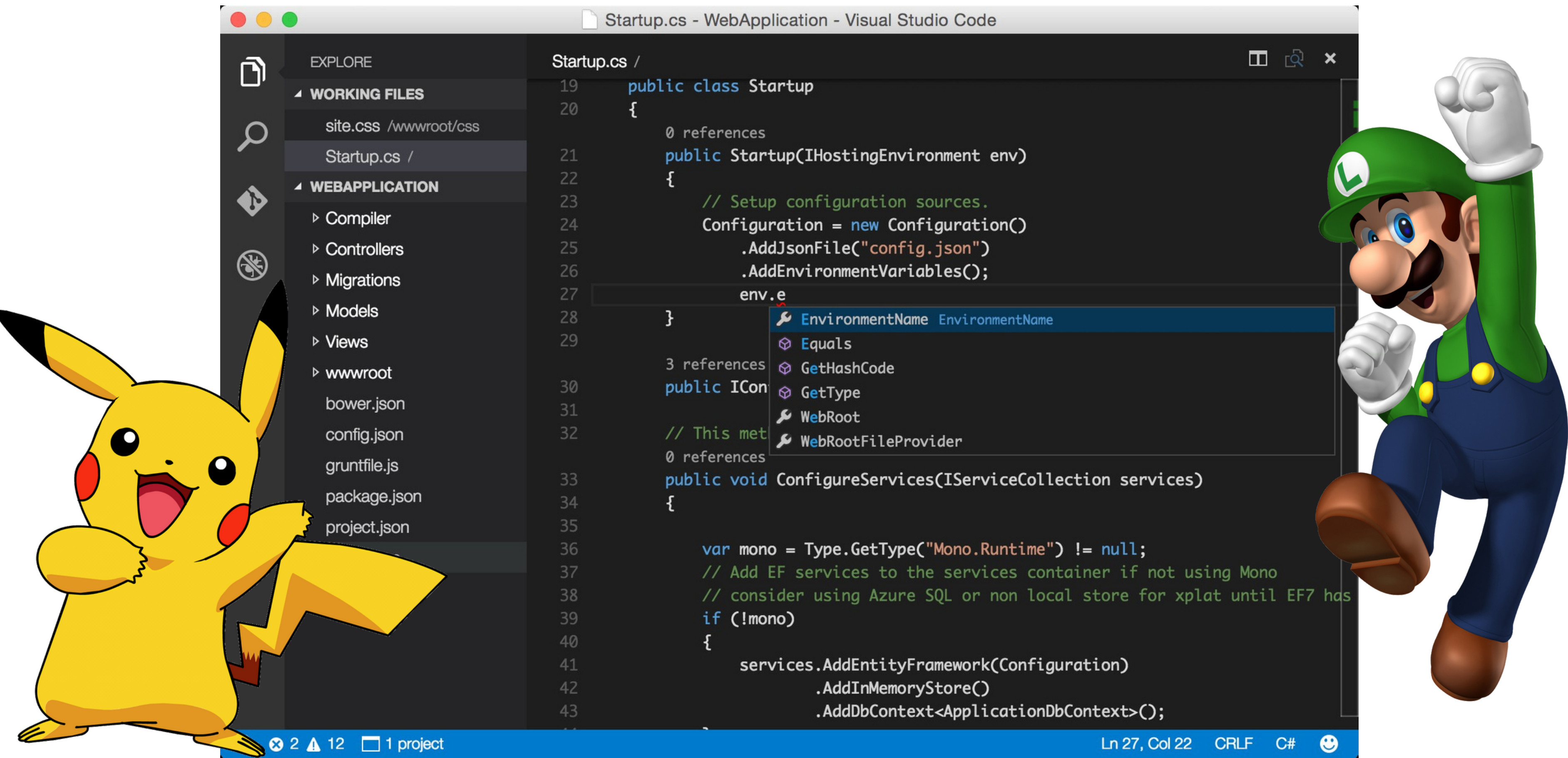
National Technical Honor Society

- **Honor, recognize, and empower students and teachers in Career & Technical Education**
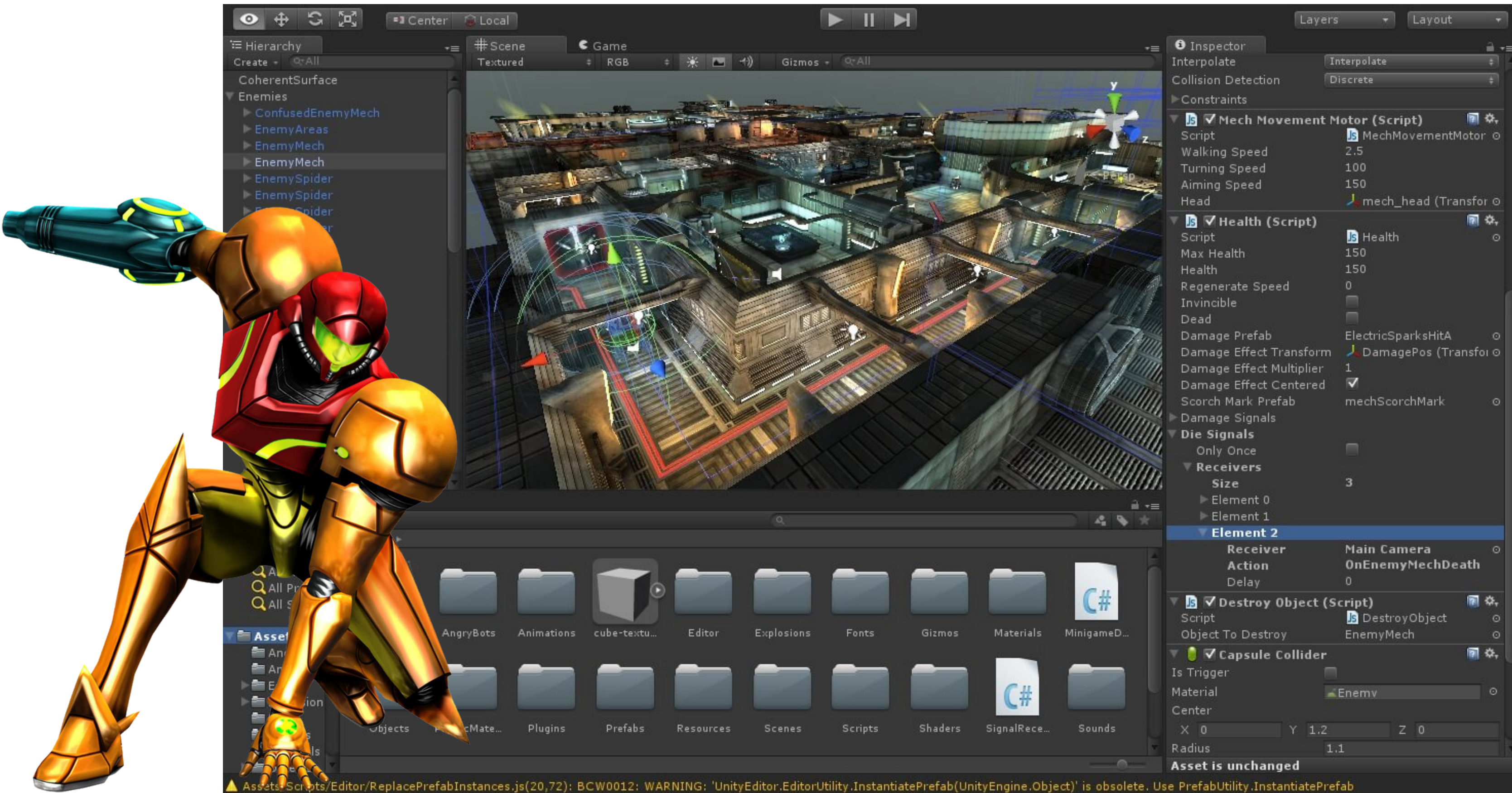- **Close to $300,000 in scholarships annually**
- **10th -12th Grade Students**

VIDEO GAME PROGRAMMING & DEVELOPMENT

LEARN TO CODE USING VISUAL STUDIO AND C#

Startup.cs - WebApplication - Visual Studio Code

EXPLORE

WORKING FILES
- site.css /wwwroot/css
- Startup.cs /

WEBAPPLICATION
- ▷ Compiler
- ▷ Controllers
- ▷ Migrations
- ▷ Models
- ▷ Views
- ▷ wwwroot
- bower.json
- config.json
- gruntfile.js
- package.json
- project.json

Startup.cs /

```csharp
19  public class Startup
20  {
        0 references
21      public Startup(IHostingEnvironment env)
22      {
23          // Setup configuration sources.
24          Configuration = new Configuration()
25              .AddJsonFile("config.json")
26              .AddEnvironmentVariables();
27          env.e
28      }
29

        EnvironmentName   EnvironmentName
        Equals
        GetHashCode
        GetType
        WebRoot
        WebRootFileProvider

        3 references
30  public ICon
31
32      // This met
        0 references
33  public void ConfigureServices(IServiceCollection services)
34  {
35
36      var mono = Type.GetType("Mono.Runtime") != null;
37      // Add EF services to the services container if not using Mono
38      // consider using Azure SQL or non local store for xplat until EF7 has
39      if (!mono)
40      {
41          services.AddEntityFramework(Configuration)
42              .AddInMemoryStore()
43              .AddDbContext<ApplicationDbContext>();
```

⊗ 2 ⚠ 12 ☐ 1 project   Ln 27, Col 22   CRLF   C#

GAME DESIGN USING THE UNITY ENGINE

3D MODELING & ANIMATION

unity

Stand out from the crowd.
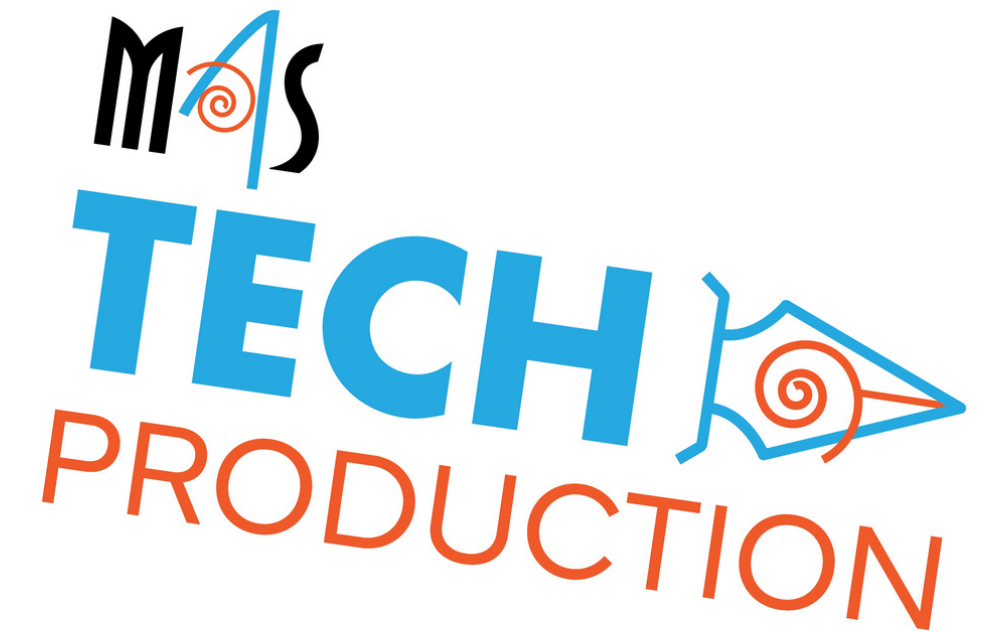## Get Unity Certified.

COMPETITIONS! $$$

HOMEWORK HAS NEVER BEEN
THIS MUCH FUN!

Magnet Office Email

- For questions regarding magnet audition dates/times:
  - Maria Blanco- meblanco@dadeschools.net
  - Nick Garcia- ngarcia2@dadeschools.net

THANK YOU

Any Questions?