

CREATIVITY MEETS CAREER



BROCHURE

2309 Silver Star Road
Orlando, FL 32804
(407) 316 - 8310
www.first.edu



A person with curly hair, wearing a dark hoodie, is seen from the side, looking towards a camera mounted on a tripod. The scene is dimly lit, with a strong light source from the left creating a silhouette effect. The background is a plain, light-colored wall. The overall mood is professional and creative.

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YOUR LIFE,



WHAT SETS US APART

YOUR PASSION,



YOUR CAREER



Consistent drills keep you active and interested to keep you accountable. Whether you take our classes online or on campus, you'll have that interaction with our instructors!

We keep our class sizes small to give you the one-on-one help and mentorship that you deserve.

OUR GRADS WORK!





NOW OFFERING ALL OUR PROGRAMS ONLINE!



Our Recording Arts, Film & Video, and Web & Graphics programs are now offered online so that our students can learn their chosen field from the comfort of their home! Using our F.I.R.S.T. Institute Creative PAKs, students are able to use industry-standard software and technology to be successful in their program and beyond!



RECORDING ARTS & SHOW PRODUCTION

Our program will equip you with the skills to thrive in the competitive audio engineering and live sound industries. From using classic analog consoles to the latest digital technology, you'll work hands-on in an environment that fosters your creativity.



In less than a year, you'll acquire all the skills you need to take your ideas from inspiration to a finished product and you'll be fully prepared for entry-level positions in recording studios, radio and television broadcast, live sound and show production, post production, A/V, and much more!



Enter the unlimited world of post-production and Foley art, all while developing your own sound effects library. Gain a deeper understanding of the art and techniques behind editing, mixing, and mastering. You'll learn live sound reinforcement and A/V production along the way.



Become familiar with a professional recording studio setup and record live artists with the latest recording software. Learn the art of voiceover and commercial production for radio before immersing yourself in music production and sequencing. Use your very own Mac creation station, producing music ranging from dance to hip-hop, to everything in between.

900 Clock Hours



RASP 101: Digital Audio Fundamentals

- 48 Hours – Instruction
- 16 Hours – Lab



CD 101: Career Development 1

- 10 Hours – Instruction
- 10 Hours – Lab



RASP 102 : Music Production 1

- 72 Hours – Instruction
- 24 Hours – Lab



RASP 103: Recording Arts

- 63 Hours – Instruction
- 21 Hours – Lab



RASP 104: Music Production 2

- 72 Hours – Instruction
- 24 Hours – Lab



RASP 105: Mixing Techniques

- 48 Hours – Instruction
- 16 Hours – Lab



RASP 106: Advanced Audio Theories and Applications

- 72 Hours – Instruction
- 24 Hours – Lab



CD 102: Career Development 2

- 10 Hours – Instruction
- 10 Hours – Lab



RASP 107 : Location Sound

- 54 Hours – Instruction
- 18 Hours – Lab



RASP 108: Sound for Visual Media

- 81 Hours – Instruction
- 27 Hours – Lab



RASP 109: Audio Visual Event Production

- 42 Hours – Instruction
- 14 Hours – Lab



RASP 110: Show Production

- 93 Hours – Instruction
- 31 Hours – Lab

Employment Outlook



Some Possible Jobs

- Audio Engineer
- Sound Technician
- Broadcast Engineer
- Mix Engineer
- Sound Designer
- Re-Recording Mixer/
Dubbing Mixer



As a Sound Engineering Technician, you could serve in a wide array of projects, from movies to massive live events.



Broadcast and Sound Engineering Technicians tend to work in radio, television, recording, and movie studios. Audio/Visual Technicians also set up in offices, schools, government buildings, personal homes, hospitals, and more.



The states with the highest levels of employment in the Audio industry are California, New York, Florida, Texas, and New Jersey.



SOURCE: U.S. Bureau of Labor Statistics, Employment Projections Program



DIGITAL FILMMAKING & VIDEO PRODUCTION

Grasp the fundamental techniques of shooting in HD: Work hands-on directing short films, produce music videos and product commercials, and edit it all using Apple's Final Cut Pro X. Our respected Film industry instructors are here to mentor you and develop your skills every step of the way.

Learn each stage of the production process, build on your own knowledge, and push your creative limits through more and more advanced projects as you go. You will enter the history of film and video and go behind the scenes to examine creative styles from some of the best films of our time.

Our program was created to teach you every aspect of HD cinema and video development, production, and broadcasting. You'll enjoy hands-on instruction using the same cutting-edge industry technology used by film professionals on projects worldwide!

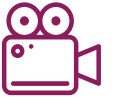
Upon graduation, you'll have the skills needed to gain entry-level positions in many pre-production, production, and post-production jobs. Spend the next several months with us, learning the production process and increasing your marketability in this exciting field.

900 Clock Hours



DFVP 101: Storytelling

- 48 Hours – Lecture
- 16 Hours – Lab



DFVP 102: Video Technology

- 72 Hours – Lecture
- 24 Hours – Lab



CD 101: Career Development 1

- 10 Hours – Lecture
- 10 Hours – Lab



DFVP 103: Digital Video Editing

- 54 Hours – Lecture
- 18 Hours – Lab



DFVP 104: Digital Video Effects

- 81 Hours – Lecture
- 27 Hours – Lab



DFVP 105: New Media Production 1

- 120 Hours – Lecture
- 40 Hours – Lab



DFVP 106: New Media Production 2

- 135 Hours – Lecture
- 45 Hours – Lab



CD 201: Career Development 2

- 10 Hours – Instruction
- 10 Hours – Lab



DFVP 107: Live Video Production

- 135 Hours – Lecture
- 45 Hours – Lab

Employment Outlook



Some Possible Jobs

- Production Assistant
- Freelance Videographer
- Assistant Editor
- Assistant Camera Operator
- Grip
- Boom Operator
- Screenwriter



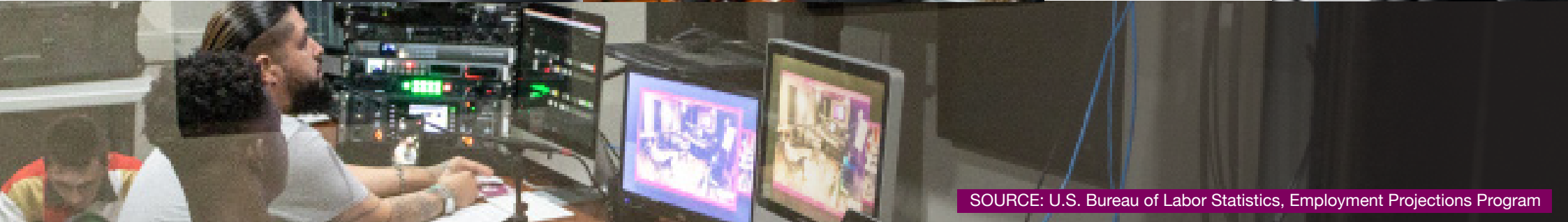
As a Videographer, you could serve in a wide array of projects, from movies and music videos to commercials.



Broadcast and Sound Engineering Technicians tend to work in radio, television, recording, and movie studios. Audio/Visual Technicians also set up in offices, schools, government buildings, personal homes, hospitals, and more.



The states with the highest levels of employment in the Audio industry are California, New York, Florida, Texas, and New Jersey.



SOURCE: U.S. Bureau of Labor Statistics, Employment Projections Program



GRAPHIC DESIGN & WEB DEVELOPMENT

Our program was designed with you in mind. It equips you with the training necessary to secure careers in the fast-paced Web and Graphic Design industry.

Start with the basics of computer skills and multimedia design and move into advanced graphics and web development techniques to get everything you need for a strong foundation in the design realm.



We provide the finest in education by exposing you everyday to the very things that inspire you to be successful in the Graphic Design and Web Development career field, whether that means traditional print or modern web and multimedia design.



Utilize creative design programs like the Adobe Creative Suite, the latest programming techniques, and knowledge of the design and development landscape to make the most of your time with us.



The web is constantly changing. We keep you up-to-date on the latest technology to cover all the areas of expertise that a modern graphic designer and web developer needs.

900 Clock Hours



GDWD 101: Graphic Design Principles

- 48 Hours – Instruction
- 16 Hours – Lab



GDWD 102: Digital Illustration

- 72 Hours – Instruction
- 24 Hours – Lab



GDWD 103: Digital Photography and Layout Design

- 48 Hours – Instruction
- 16 Hours – Lab



GDWD 104: Photoshop

- 72 Hours – Instruction
- 24 Hours – Lab



CD 101: Career Development 1

- 10 Hours – Instruction
- 10 Hours – Lab



GDWD 105: Front End Web Design

- 48 Hours – Instruction
- 16 Hours – Lab



GDWD 106: Motion Graphics

- 72 Hours – Instruction
- 24 Hours – Lab



GDWD 107: Web Development

- 120 Hours – Instruction
- 40 Hours – Lab



GDWD 108: Content Management Systems

- 105 Hours – Instruction
- 35 Hours – Lab



CD 201: Career Development 2

- 10 Hours – Instruction
- 10 Hours – Lab



GDWD 109: Web and Graphics Portfolio

- 60 Hours – Instruction
- 20 Hours – Lab

Employment Outlook



Graphic Designers tend to work in the Manufacturing, Specialized Design Services, Advertising, and Public Relations industries. Web Developers tend to work in Computer Systems Design, Data Processing, Finance and Insurance, and Educational industries.



Some Possible Jobs

- Visual Designer
- Graphic Designer
- Layout Designer
- Art Director
- Digital Media Designer
- Marketing/Advertising Designer
- Print Designer
- Web Developer
- User Interface Designer
- Front End Developer
- Back End Developer
- Full Stack Web Developer
- JavaScript Developer



As a Graphic Designer, you have the unique opportunity to serve in almost any industry under any creative project.



The states with the highest levels of employment for Graphic Designers are California, New York, Florida, Texas, Illinois. For Web Developers the top states are California, New York, Texas, Florida, and Washington.



SOURCE: U.S. Bureau of Labor Statistics, Employment Projections Program



CAREER DEVELOPMENT

Utilize Career Development even after you graduate!



You will attend Career Development classes that teach you the necessary skills to build your professional portfolio, excel in an interview, network, and more.



Employers look for F.I.R.S.T. graduates as a major source of staffing and internship opportunities.



Our Career Development department ensures you are fully prepared to succeed in your job search following graduation. They create awareness among employers looking for workers.



Required internships during your time with us allow you to work with real world clients and musicians to jumpstart your career!



CAMPUS

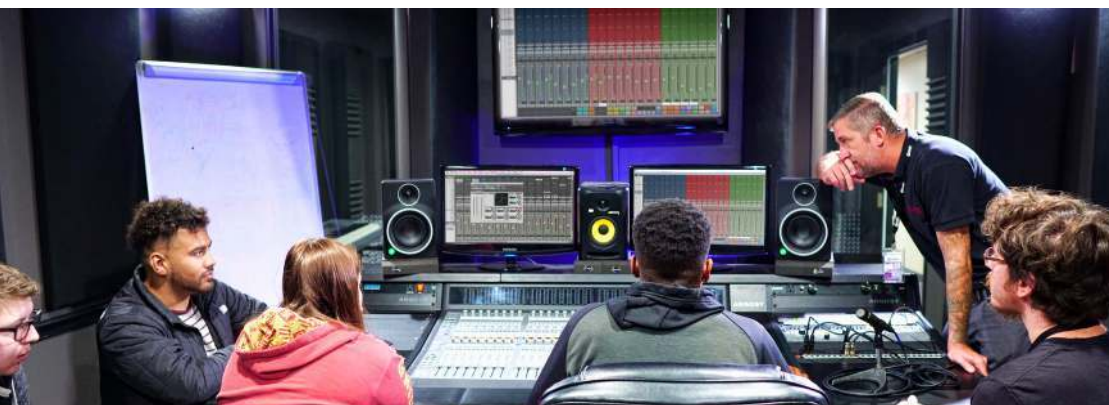
Studio A

Studio A is an audio recording studio that features analog consoles and signal flow. The room is equipped with a DANTE network, patch-bays, outboard gear, and Pro Tools. Students can use this space to execute artist recording sessions and mixing projects.



Studio B

Studio B is an audio recording studio that features the Control 24 and surround sound. The room is equipped with a Foley Pit, Pro Tools, and Logic Pro. Students can use this space to execute sound-to-picture projects.



Raven Lab

The Raven Lab is equipped with the Raven control surface, Studio One, Logic Pro, and Pro Tools. Students can utilize software such as Melodyne, AutoTune, and Drum-A-Gog.



CAMPUS

The Soundstage

Our large soundstage is used for digital video production and is outfitted with a prop area and equipped with industry standard lighting and grip equipment.



The Control Room

The control room features a complete HD environment for F.I.R.S.T. students. This lab features Sony HDC-1000 TV Studio cameras, Sony HDW-F730 HD field cameras, a Sony MFS-2000 HD switcher, and Sony HDW-M2000 HD decks. This control room allows students to learn television lighting and sound, teleprompter operation, jib control, and more.



Film & Editing Suites

Our film and video editing suites feature Apple iMac workstations running professional software including Adobe Creative Suite: Premiere, After Effects, Photoshop, and Illustrator. Students in these labs focus on a wide range of digital content creation, including digital video production and editing, 2D motion graphics, and photo manipulation. Peripherals include digital video decks and professional video cameras for the capture, creation, and output of digital video imagery.

Students use these suites in the post production phase for projects such as commercials, testimonials, documentaries, music videos, and short films.



Digital Cameras

The cameras used for production in the soundstages and on location include Panasonic GH4s, Canon T5i DSLRs and Sony PXW-X70 Professional XDCAM Compact Camcorders.



CAMPUS

Equipment

A variety of equipment is at the disposal of graphic design & web development students. They have access to a large format printer for high quality printing of student projects. There are photography light boxes situated in class and available for product photography. DSLR Canon cameras are available for sign out by students. Students can use Wacom tablets for the development of illustrative and design skills. Also, a green room is available for photoshoots and production.



Graphics Labs

Our graphics labs have an environment that is set-up to inspire creativity. Each graphics lab has been designed with industry-standard hardware and software for the production of graphics. In addition to this, the rooms have been designed to facilitate the coding, testing, and development of websites and applications.

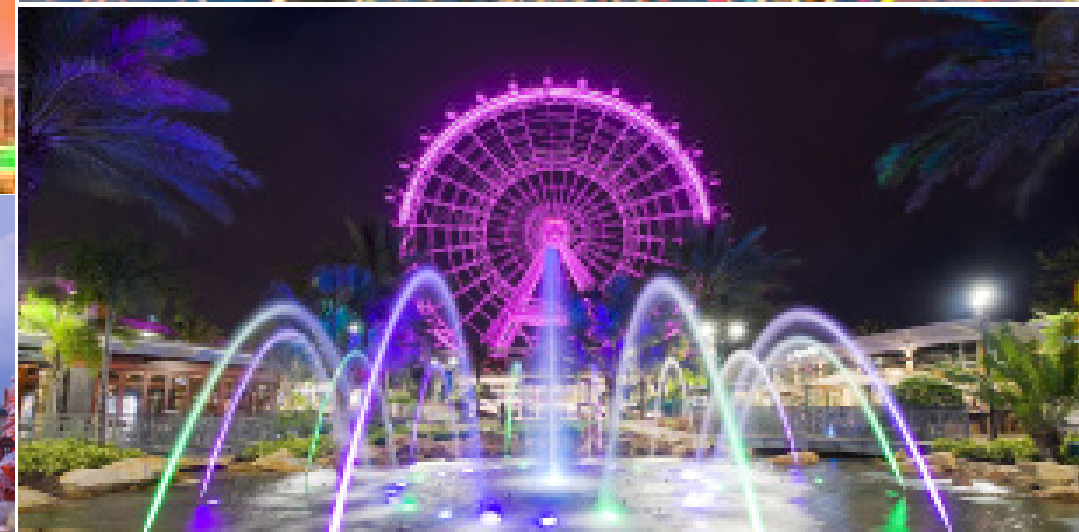
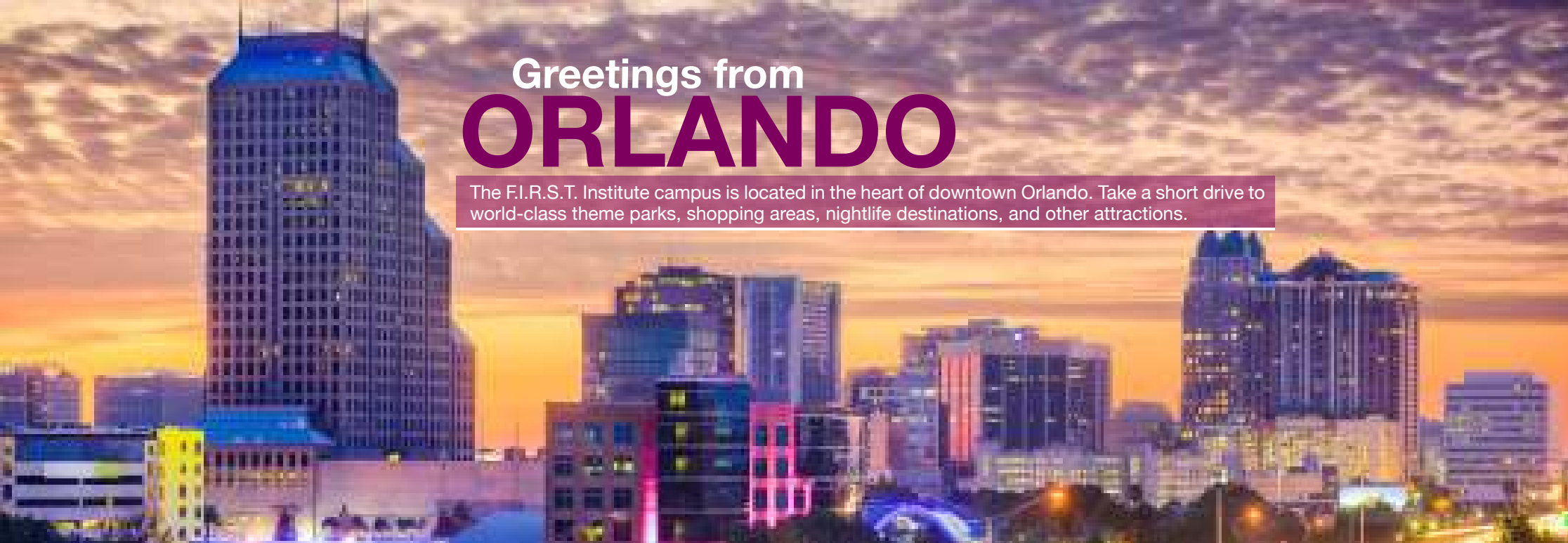
Software

The labs have the latest version of the Adobe creative suite software including Photoshop for photo editing, manipulation, and animation, Adobe Illustrator for the creation of vector art and wireframes, Adobe InDesign for the composition and production of small to large digital and print publications, and Adobe After Effects for putting digital assets into action.



Greetings from ORLANDO

The F.I.R.S.T. Institute campus is located in the heart of downtown Orlando. Take a short drive to world-class theme parks, shopping areas, nightlife destinations, and other attractions.





STAY CONNECTED

CHECK OUT OUR WEBSITE TO VIEW STUDENT AND FACULTY BLOGS, CAMPUS VIDEOS, AND MORE.



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