Video Ideas

GA=Game art
SP=Show production
RA=Recording arts/engineering
WD=Web Design
CA=Computer Animation

Topic	Degrees it applies to	chapter
Speed, velocity and acceleration	GA, WD, CA	1
Acceleration of gravity and free fall	GA, WD, CA	1
Newton's 3 laws	GA, WD, CA	2
Momentum/conservation of momentum	GA, WD, CA	3
potential energy, Kinetic energy and conservation of energy	GA, WD, CA	3
Force of gravity, weight, weightlessness	GA, WD, CA	4
Projectile motion	GA, WD, CA, SP	4
Density Displacement and Buoyancy	GA, WD, CA	5
Pressure	GA, WD, CA	5
Pascal's Principle	GA, WD, CA	5
Electric charge and static electricity	GA, WD, CA, SP WD	8
Voltage, current, resistance, and ohms law	SP, RA, WD	8
Series and Parallel circuits	SP, RA, WD	8
Magnetism, magnetic domain, magnetic field	GA, WD, CA	9
Electromagnetic induction	SP, RA	9
Transformers	SP, RA	9
Parts of waves, frequency, period, wave speed	GA, WD, CA, RA, SP	10
Parts of waves and sound	SP, RA, WD	10
Acoustics (reverb, types of reflections, absorption)	SP, RA	10
vibrations, resonance	GA, WD, CA, RA, SP	10
Sound interference	SP, RA	10
Doppler affect	SP, RA, WD	10
How speakers work	SP, RA, WD	10
Harmonics and why instruments sound different	RA, SP	10
sound and Inverse square law in relation to sound	SP, RA, WD	10
Parts of waves and light	GA, WD, CA, SP	11
light, reflection (2 types), and refraction	GA, WD, CA, SP	11
Color, color addition, selective transmission	GA, WD, CA, SP	11
Color, color subtraction, selective reflection	GA, CA, SP	11
Refraction and dispersion	GA, WD, CA, SP	11
light and inverse square law in relation to light	GA, WD, CA, SP	11
non-Newtonian fluids	GA, CA	none
convection	GA, CA	none
Illumination (how different lights work)	GA, SP, CA	none
Signal Amplification	SP, RA	none