

Art digital media

**ART DIGITAL MEDIA – ARTDM**

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**Possible career opportunities**

Digital media or graphic design jobs cover all ends of the creative spectrum. Some possible career options include website designer/developer, multimedia designer, computer-graphic artist, animator and cartoonist, interface designer, instructional designer, production artist, video specialist, audio specialist, multimedia programmer, technical writer, informational designer, multimedia company executive, internet consultant, and computer game designer.

**Program-level student learning outcomes**

Program learning outcomes are subject to change. The most current list of program learning outcomes for each program is published on the DVC website at [www.dvc.edu/slo](http://www.dvc.edu/slo).

**Associate in arts degree  
 Animation and game design**

Students completing the program will be able to...

- A. develop technical proficiency using computer hardware and software appropriate to the animation, game design, or 3D design industry.
- B. visually conceptualize in a clear and concise way the artistic direction for a 3D, animation, or game design project.
- C. create appropriate typographic solutions for a variety of design situations.
- D. articulate, analyze and evaluate the meaning in creative projects, including social contexts and ethical choices.
- E. select appropriate tools, materials and processes for a range of media products.
- F. work collaboratively within a creative team.
- G. develop a professional portfolio of work.

The animation and game design associate in arts degree provides students with a strong foundation in the fundamental aspects of 3D animation and game design. Students will learn the skills to develop 3D animations and game design including techniques such as modeling, animation, texturing, and game engine integration. Courses present material that will take the student through the production process and workflow of 3D animation and game design. Curriculum includes traditional animation techniques, drawing, and the technical fundamentals of 3D animation and game design. The program goal is to provide the skills necessary to enter this growing, professional field.

The types of industries that employ individuals with animation and game design skills include animation for film or television, game design, game development for the web, animation for the web, or assets for game production. Advanced students have the opportunity to create portfolios to prepare for animation and game design careers.

To earn an associate in arts degree with a major in animation and game design, students must complete each course used to meet a major requirement with a "C" grade or higher. Degree requirements can be completed by attending classes in the day, evening, online, or a combination of those. Some courses may satisfy both major and other general education requirements; however, the units are only counted once.

<i>major requirements:</i>		<i>units</i>
ART-106	Drawing II .....	3
ARTDM-140	Motion Graphics.....	3
ARTDM-160	3D Modeling and Animation I .....	3
ARTDM-161	3D Modeling and Animation II .....	3
ARTDM-165	Cartoon Drawing for Digital Animation.....	3
ARTDM-175	Digital Animation .....	3
ARTDM-180	Introduction to Game Design.....	3
ARTDM-181	Intermediate Game Design .....	3
ARTDM-214	Introduction to Graphic Design .....	3

<i>plus at least 3 units from:</i>		
ARTDM-105	Introduction to Digital Imaging .....	3
ARTDM-112	Digital Imaging for the Artist .....	3

<i>plus at least 3 units from:</i>		
ARTHS-197	History of Baroque to 20th Century Art.....	3
ARTHS-199	Contemporary Art History .....	3
FTVE-240	History of Broadcasting and Electronic Media .....	3

<i>plus at least 3 units from:</i>		
ARTDM-149	Fundamentals of Digital Video.....	3
ARTDM-166	Intermediate Cartoon Drawing for Digital Animation .....	3
ARTDM-170	Animation and Interactivity .....	3

**total minimum required units 36**

**Art digital media**

**Associate in arts degree**

**Art digital media**

Students completing the program will be able to...

- A. demonstrate an understanding of basic drawing techniques.
- B. produce a digital image from scanned or digital photographs.
- C. utilize digital images for exports to websites, multimedia presentations, and print.
- D. utilize production tools for digital audio for multimedia projects.
- E. demonstrate basic techniques for video capture and editing.
- F. design a multimedia project.
- G. critically evaluate multimedia design techniques and their use in the development of a professional portfolio.
- H. qualify for entry-level employment in the art digital media field.

The art digital media associate in arts program prepares students for entry level employment in the digital media industry. This program of study will provide students with the design and technical skills needed for creating non-linear interactive digital media. Students will participate in a collaborative, team-oriented learning experience that mirrors the industry design and production process. Additionally, students will explore career opportunities and develop a professional portfolio for entry into the workforce.

To earn an associate in arts degree, students must complete each course used to meet a major requirement with a "C" grade or higher. Required courses are available in the evening and during the day. Certain courses may satisfy both major and general education requirements; however, the units are only counted once.

<i>major requirements:</i>		<i>units</i>
ART-105	Drawing I .....	3
ARTDM-105	Introduction to Digital Imaging .....	3
ARTDM-115	Digital Interface Design.....	3
ARTDM-117	Digital Illustration .....	3
ARTDM-140	Motion Graphics.....	3
ARTDM-160	3D Modeling and Animation I .....	3
ARTDM-171	Introduction to Web Design .....	3
ARTDM-190	Digital Media Projects.....	3
ARTDM-191	Multimedia Portfolio Development.....	3
ARTDM-214	Introduction to Graphic Design .....	3

<i>plus at least 6 units from:</i>		<i>units</i>
ART-103	Visual Theory and Practice – Color Theory.....	3
ART-106	Drawing II .....	3
ART-107	Figure Drawing I .....	3
ARTDM-100	Introduction to the History and Development of Digital Media .....	3
ARTDM-101	Introduction to the Production of Digital Media .....	3
ARTDM-112	Digital Imaging for the Artist .....	3
ARTDM-130	Introduction to Digital Audio .....	3
ARTDM-136	Introduction to Digital Photography .....	3

ARTDM-161	3D Modeling and Animation II .....	3
ARTDM-165	Cartoon Drawing for Digital Animation.....	3
ARTDM-166	Intermediate Cartoon Drawing for Digital Animation .....	3
ARTDM-170	Animation and Interactivity .....	3
ARTDM-175	Digital Animation .....	3
ARTDM-180	Introduction to Game Design.....	3
ARTDM-224	Typography.....	3
BUS-109	Introduction to Business.....	3
BUSMG-191	Small Business Management .....	3
COMSC-110	Introduction to Programming.....	3
FTVE-165	Digital Editing .....	3
FTVE-166	Intermediate Digital Editing.....	3
MUSX-172	Introduction to Electronic Music and MIDI.....	3
MUSX-173	Advanced Electronic Music .....	3
MUSX-174	Introduction to Pro Tools .....	3

**total minimum required units 36**

**Associate in arts degree**

**Graphic design**

Students completing the program will be able to...

- A. combine appropriate aesthetic form and content to create evocative and engaging work.
- B. create appropriate typographic solutions for a variety of design situations.
- C. demonstrate proficiency with computers, software and production processes.
- D. select appropriate tools, materials and processes for a range of media products.
- E. work collaboratively within a creative team.
- F. critically evaluate and discuss the merits of various creative ideas.
- G. develop a professional portfolio of work.

This degree program provides students with a strong foundation in the fundamental aspects of graphic design and digital art. Students develop creativity and ideation skills, learn the theories of communication design and apply this to a wide range of design situations. The program is hands-on, integrating conceptual design studies with traditional and digital tools and production methods. The program goal is to provide the skills necessary to enter this growing, professional field.

Some examples where students might find employment using their design and illustration skills might include website design and development, design and illustration of electronic magazines and books, design of interactive marketing presentations, interactive learning products, scientific visualizations, etc. Advanced students have the opportunity to complete professional career preparation courses that deal with specific business issues relevant for designers, illustrators, and digital artists.

DVC graphic design students who intend to transfer must consult with a program advisor to select appropriate courses and are advised to select either General Education Option 2 (IGETC) or Option 3 (CSU GE). General Education Option 1 (DVC General Education) is appropriate for students who do not intend to transfer.

**Art digital media**

To earn an associate in arts degree with a major in graphic design, students must complete each course used to meet a major requirement with a "C" grade or higher. Degree requirements can be completed by attending classes in the day, evening, online or a combination of those. Some courses may satisfy both major and general education requirements; however, the units are only counted once.

<i>major requirements:</i>	<i>units</i>
ART-105 Drawing I .....	3
ART-106 Drawing II .....	3
ART-110 Introduction to Printmaking .....	3
ART-138 Sculpture I .....	3
ARTDM-117 Digital Illustration .....	3
ARTDM-136 Introduction to Digital Photography .....	3
ARTDM-171 Introduction to Web Design .....	3
ARTDM-190 Digital Media Projects .....	3
ARTDM-214 Introduction to Graphic Design .....	3
ARTDM-224 Typography.....	3
ARTHS-199 Contemporary Art History .....	3

plus at least 3 units from:  
 ARTDM-105 Introduction to Digital Imaging .....3  
 ARTDM-112 Digital Imaging for the Artist .....3

**total minimum required units 36**

**Certificate of achievement  
 Animation and game design**

Students completing the program will be able to...

- A. develop technical proficiency using computer hardware and software appropriate to the animation, game design, or 3D design industry.
- B. visually conceptualize in a clear and concise way the artistic direction for a 3D, animation, or game design project.
- C. create appropriate typographic solutions for a variety of design situations.
- D. articulate, analyze and evaluate the meaning in creative projects, including social contexts and ethical choices.
- E. select appropriate tools, materials and processes for a range of media products.
- F. work collaboratively within a creative team.
- G. develop a professional portfolio of work.

The animation and game design certificate of achievement program provides students with a strong foundation in the fundamental aspects of 3D animation and game design. Students will learn the skills to develop 3D animations and game design including techniques such as modeling, animation, texturing, and game engine integration. Courses present material that will take the student through the production process and workflow of 3D animation and game design. Curriculum includes traditional animation techniques, drawing and the technical fundamentals of 3D animation and game design. The program goal is to provide the skills necessary to enter this growing, professional field.

The types of industries that employ individuals with animation and game design skills include animation for film or television, game design, game development for the web, animation for the web, or assets for game production. Advanced students have the opportunity to create portfolios to prepare for animation and game design careers.

To earn a certificate of achievement in animation and game design, students must complete each course used to meet a major requirement with a "C" grade or higher. Certificate requirements can be completed by attending classes in the day, evening, online, or a combination of those.

<i>required courses:</i>	<i>units</i>
ART-106 Drawing II .....	3
ARTDM-140 Motion Graphics.....	3
ARTDM-160 3D Modeling and Animation I .....	3
ARTDM-161 3D Modeling and Animation II .....	3
ARTDM-165 Cartoon Drawing for Digital Animation.....	3
ARTDM-175 Digital Animation.....	3
ARTDM-180 Introduction to Game Design.....	3
ARTDM-181 Intermediate Game Design .....	3
ARTDM-214 Introduction to Graphic Design .....	3

plus at least 3 units from:  
 ARTDM-105 Introduction to Digital Imaging .....3  
 ARTDM-112 Digital Imaging for the Artist .....3

plus at least 3 units from:  
 ARTHS-197 History of Baroque to 20th Century Art.....3  
 ARTHS-199 Contemporary Art History .....3  
 FTVE-240 History of Broadcasting and Electronic Media .....3

plus at least 3 units from:  
 ARTDM-149 Fundamentals of Digital Video.....3  
 ARTDM-166 Intermediate Cartoon Drawing for Digital Animation.....3  
 ARTDM-170 Animation and Interactivity .....3

**total minimum required units 36**

**Certificate of achievement  
 Art digital media**

Students completing the program will be able to...

- A. demonstrate an understanding of basic drawing techniques.
- B. produce a digital image from scanned or digital photographs.
- C. utilize digital images for exports to websites, multimedia presentations, and print.
- D. utilize production tools for digital audio for multimedia projects.
- E. demonstrate basic techniques for video capture and editing.
- F. design a multimedia project.
- G. critically evaluate multimedia design techniques and their use in the development of a professional portfolio.
- H. qualify for entry-level employment in the art digital media field.

**Art digital media**

The art digital media program prepares students for entry level employment in one of four specialty areas of the digital media industry: character animation, digital imaging, motion graphics, and web design. This program of study will provide students with the design and technical skills needed for creating non-linear interactive digital media. Students will participate in a collaborative team-oriented learning experience that mirrors the industry design and production process. Additionally, students will explore career opportunities and develop a professional portfolio for entry into the workforce.

To earn a certificate of achievement, students must complete each course used to meet a certificate requirement with a "C" grade or higher. Required courses are available in the evening and during the day.

<i>required courses:</i>	<i>units</i>
ART-105 Drawing I .....	3
ARTDM-105 Introduction to Digital Imaging .....	3
ARTDM-115 Digital Interface Design.....	3
ARTDM-117 Digital Illustration .....	3
ARTDM-140 Motion Graphics.....	3
ARTDM-160 3D Modeling and Animation I .....	3
ARTDM-171 Introduction to Web Design .....	3
ARTDM-190 Digital Media Projects .....	3
ARTDM-191 Multimedia Portfolio Development .....	3
ARTDM-214 Introduction to Graphic Design .....	3

*plus at least 6 units from one of the 4 specialty areas listed below\*:*

**character animation**

ART-107 Figure Drawing I .....	3
ARTDM-165 Cartoon Drawing for Digital Animation.....	3
ARTDM-166 Intermediate Cartoon Drawing for Digital Animation .....	3

**digital imaging**

ARTDM-112 Digital Imaging for the Artist .....	3
ARTDM-136 Introduction to Digital Photography .....	3

**motion graphics**

ARTDM-170 Animation and Interactivity .....	3
FTVE-165 Digital Editing.....	3

**web design**

ARTDM-170 Animation and Interactivity .....	3
ARTDM-224 Typography.....	3

**total minimum required units 36**

**Certificate of achievement**

**Graphic design**

**Students completing the program will be able to...**

- A. combine appropriate aesthetic form and content to create evocative and engaging work.
- B. create appropriate typographic solutions for a variety of design situations.
- C. demonstrate proficiency with computers, software and production processes.
- D. select appropriate tools, materials and processes for a range of media products.
- E. work collaboratively within a creative team.
- F. critically evaluate and discuss the merits of various creative ideas.
- G. develop a professional portfolio of work.

This certificate program provides students with a strong foundation in the fundamental aspects of graphic design and digital art. Students develop creativity and ideation skills, learn the theories of communication design and apply this to a wide range of design situations. The program is hands-on, integrating conceptual design studies with traditional and digital tools and production methods. The program goal is to provide the skills necessary to enter this growing, professional field.

Some examples where students might find employment using their design and illustration skills might include website design and development, design and illustration of electronic magazines and books, design of interactive marketing presentations, interactive learning products, scientific visualizations, etc. Advanced students have the opportunity to complete professional career preparation courses that deal with specific business issues relevant for designers, illustrators, and digital artists.

To earn a certificate of achievement, students must complete each course used to meet a certificate requirement with a "C" grade or higher. Required courses are available in the evening and during the day.

<i>required courses:</i>	<i>units</i>
ART-105 Drawing I .....	3
ART-106 Drawing II .....	3
ART-110 Introduction to Printmaking .....	3
ART-138 Sculpture I .....	3
ARTDM-117 Digital Illustration .....	3
ARTDM-136 Introduction to Digital Photography .....	3
ARTDM-171 Introduction to Web Design .....	3
ARTDM-190 Digital Media Projects .....	3
ARTDM-214 Introduction to Graphic Design .....	3
ARTDM-224 Typography.....	3
ARTHS-199 Contemporary Art History .....	3

*plus at least 3 units from:*

ARTDM-105 Introduction to Digital Imaging .....	3
ARTDM-112 Digital Imaging for the Artist .....	3

**total minimum required units 36**

Art digital media

**Certificate of accomplishment**  
**Art digital media -**  
**Foundation**

Students completing any program will be able to...

- A. demonstrate an understanding of basic drawing techniques.
- B. produce a digital image from scanned or digital photographs.
- C. utilize digital images for exports to websites, multimedia presentations, and print.
- D. utilize production tools for digital audio for multimedia projects.
- E. demonstrate basic techniques for video capture and editing.
- F. design a multimedia project.
- G. critically evaluate multimedia design techniques and their use in the development of a professional portfolio.
- H. qualify for entry-level employment in the art digital media field.

Art digital media is a set of technologies and techniques that can be used to enhance the presentation of information. Art digital media uses computers to create productions that bring together text, sounds, animation, graphic art and video to educate, inform and entertain. Classes are designed to serve both working professionals who wish to upgrade their skills and students who wish to enter the field.

To earn a certificate of accomplishment, students must complete each course used to meet a certificate requirement with a "C" grade or higher. Required courses are available in the evening and during the day.

<i>required courses:</i>	<i>units</i>
ART-105 Drawing I .....	3
ARTDM-105 Introduction to Digital Imaging .....	3
ARTDM-130 Introduction to Digital Audio.....	3
ARTDM-149 Fundamentals of Digital Video.....	3

<i>plus at least 3 units from:</i>	
ARTDM-112 Digital Imaging for the Artist.....	3
ARTDM-115 Digital Interface Design.....	3
ARTDM-136 Introduction to Digital Photography .....	3
ARTDM-140 Motion Graphics.....	3
ARTDM-160 3D Modeling and Animation I .....	3
ARTDM-161 3D Modeling and Animation II .....	3
ARTDM-170 Animation and Interactivity .....	3
ARTDM-171 Introduction to Web Design .....	3
ARTDM-180 Introduction to Game Design.....	3
ARTDM-214 Introduction to Graphic Design .....	3
FTVE-165 Digital Editing .....	3
FTVE-166 Intermediate Digital Editing .....	3
MUSX-172 Introduction to Electronic Music and MIDI.....	3
MUSX-173 Advanced Electronic Music .....	3

**total minimum required units 15**

**ARTDM-100 Introduction to the History and Development of Digital Media**

- 3 units SC
- 36 hours lecture/54 hours laboratory per term
- Recommended: ENGL-116/118 or ENGL-117 or equivalent

This course introduces students to digital media through theory and hands-on activities. The history, aesthetics, technology, and social impacts of digital media will be explored. CSU, UC

**ARTDM-101 Introduction to the Production of Digital Media**

- 3 units SC
- 36 hours lecture/54 hours laboratory per term
- Recommended: ENGL-116/118 or ENGL-117 or equivalent

This course introduces key concepts, technologies, and the creation of digital media. Time-based art, network culture, image resolution, computational techniques, and interactivity will be examined. Students will also explore ways of constructing different types of digital media and investigate the history of digital technology. CSU, UC

**ARTDM-105 Introduction to Digital Imaging**

- 3 units SC
- 36 hours lecture/54 hours laboratory per term
- Note: This course is equivalent to ARTDM-110 and ARTDM-111 combined. Credit by examination option available.

This course presents design and composition concepts, processes, and aesthetic interpretation of making digital imagery. Students will create computer graphics and edit digital images from scanned photographs and digital photography. CSU, UC

**ARTDM-112 Digital Imaging for the Artist**

- 3 units SC
- 36 hours lecture/72 hours laboratory per term
- Recommended: ART-105 or equivalent; eligibility for ENGL-116/118 or equivalent

This course is designed to develop a fine arts approach to computer-generated imaging using graphic arts software. An emphasis will be placed on the application and integration of color theory as well as design principles with digital imaging. C-ID ARTS 250, CSU, UC

**ARTDM-115 Digital Interface Design**

- 3 units SC
- 36 hours lecture/54 hours laboratory per term
- Recommended: ARTDM-105 or equivalent

This introductory course explores current trends and techniques of interface design and design skills. Emphasis is placed on the development of visual solutions for various interactive communication problems, platforms, and devices. CSU, UC

Art digital media

**ARTDM-117 Digital Illustration**

3 units SC

- 36 hours lecture/54 hours laboratory per term
- Note: Students may petition to repeat this course when software or hardware is changed. Only the first course completed will be applied toward a degree or certificate requirement. Units for both courses will apply towards the 60 units required for the degree.

This course introduces students to digital illustration. Students will engage in the production of vector graphics suitable for printing and the web. Emphasis will be given to fundamentals of design and composition. Instruction will utilize a variety of software programs including Adobe Illustrator. CSU, UC

**ARTDM-130 Introduction to Digital Audio**

3 units SC

- 36 hours lecture/54 hours laboratory per term

This is an introductory course about the application of audio to various forms of digital media. The course covers how to capture, edit and create digital audio for a variety of digital media formats including DVD's, video and the Internet. The course will involve hands-on work with a variety of digital workstations and multimedia software applications. CSU

**ARTDM-136 Introduction to Digital Photography**

3 units SC

- 36 hours lecture/72 hours laboratory per term
  - Recommended: ART-160 or equivalent
  - Note: Students must have digital camera with manual functions.
- Note: Mandatory materials fee required

This introductory course focuses on the skills required to create effective digital photographs using digital cameras. Students will be introduced to the fundamental principles of image making, composition, color theory, color management, lighting, image processing, and printing with a specific focus on digital photographic practice in fine art. CSU, UC

**ARTDM-140 Motion Graphics**

3 units SC

- 36 hours lecture/54 hours laboratory per term
- Recommended: ARTDM-105 or equivalent

This introductory course focuses on the creative design skills required to create effective motion graphics. Students will create motion graphics utilizing digital video and various graphic file formats. The theory and production of animated two-dimensional (2D) graphics for time-based media environments will be introduced, focusing on animating typography, graphic objects, and still images. Various software applications will be used including Adobe After Effects. CSU, UC

**ARTDM-149 Fundamentals of Digital Video**

3 units SC

- 36 hours lecture/54 hours laboratory per term

This introductory course covers the application of video to various forms of digital media including how to capture, edit and create digital video for DVD's and the internet. The course will involve hands-on work with a variety of digital workstations and multimedia software applications. CSU, UC

**ARTDM-150 Topics in Digital Media**

.5-4 units SC

- Variable hours

A supplemental course in digital media to provide a study of current concepts and problems in digital media. Specific topics will be announced in the schedule of classes. CSU

**ARTDM-160 3D Modeling and Animation I**

3 units SC

- 36 hours lecture/54 hours laboratory per term
- Recommended: ARTDM-105 or equivalent

This course covers the basic concepts of 3D modeling and animation. The fundamentals of computer geometry are taught by looking at the basic elements that make computer models: Cartesian Space, points, curves, surfaces, nurbs, polygons and textures. Students will explore production of three-dimensional computer animation. Modeling, animation, lighting, texture mapping and rendering are introduced. Several hands-on 3D animation projects will be planned, storyboarded, designed, and then produced. CSU, UC

**ARTDM-161 3D Modeling and Animation II**

3 units SC

- 36 hours lecture/54 hours laboratory per term
- Recommended: ARTDM-160 or equivalent

Building on the skills acquired in 3D Modeling and Animation I, this course will focus on the creation of short animated movies. Students will explore the principles that govern animation and learn techniques for implementing them in 3D. CSU, UC

**Art digital media****ARTDM-165 Cartoon Drawing for Digital Animation**

3 units SC

- 36 hours lecture/54 hours laboratory per term
- Recommended: ART-105 or equivalent
- Note: Students may petition to repeat this course when software or hardware is changed. Only the first course completed will be applied toward a degree or certificate requirement. Units for both courses will apply towards the 60 units required for the degree. Credit by examination option available.

This course will introduce students to the skills necessary to create character animations, script development and storyboard animations. Students will survey the history of animation and be exposed to the techniques of animated drawing. It is designed to prepare students to develop a particular style of animation in any of a wide variety of other digital media courses. This course is designed as a good companion to and/or preparation for ARTDM-170 and/or ARTDM-160. CSU

**ARTDM-166 Intermediate Cartoon Drawing for Digital Animation**

3 units SC

- 36 hours lecture/54 hours laboratory per term
- Recommended: ART-165 or equivalent
- Note: Students may petition to repeat this course when software or hardware is changed. Only the first course completed will be applied toward a degree or certificate requirement. Units for both courses will apply towards the 60 units required for the degree.

This course addresses fluidity of movement, multiple visual perspectives, and creating a unified cast of characters for digital animation. Through a series of projects and experiments we will explore these subjects and discover how to create an animator's "story bible." CSU

**ARTDM-170 Animation and Interactivity**

3 units SC

- 36 hours lecture/54 hours laboratory per term
- Recommended: ARTDM-105 or equivalent

This course provides an introduction to interactive concepts and techniques for creating animation for the web. Fundamentals of animation and the integration of sound and video elements will be covered. CSU, UC

**ARTDM-171 Introduction to Web Design**

3 units SC

- 36 hours lecture/54 hours laboratory per term
- Recommended: ARTDM-105 or equivalent

This introductory course focuses on the essential principles and processes of web design. Students will design and publish effective websites using HTML, cascade style sheets (CSS) and a variety of software tools. CSU

**ARTDM-175 Digital Animation**

3 units SC

- 36 hours lecture/54 hours laboratory per term
- Note: Students may petition to repeat this course when software or hardware is changed. Only the first course completed will be applied toward a degree or certificate requirement. Units for both courses will apply towards the 60 units required for the degree.

This course will introduce students to 2D digital animation techniques for production animation. This course will follow a basic production pipeline to immerse students in the animation process. Students will compare 3D and 2D techniques and how to mix the two. Students will create and animate their own characters, as well as scenery, props and special effects. Students will be introduced to audio recording for lip-sync and special effects. CSU, UC

**ARTDM-180 Introduction to Game Design**

3 units SC

- 36 hours lecture/54 hours laboratory per term
- Recommended: ARTDM-105 or equivalent

This introductory game design course will use common fundamental design strategies to create playable video games. Students will gain an understanding of simple game construction and the conceptual design process of game architecture. No programming skills are required to complete this course. CSU, UC

**ARTDM-181 Intermediate Game Design**

3 units SC

- 36 hours lecture/54 hours laboratory per term
- Recommended: ARTDM-180 or equivalent

This intermediate game design course will use fundamental design strategies to create playable video games. Students will gain an understanding of intermediate game construction and the conceptual design process of game architecture. No programming skills are required to complete this course. CSU, UC

**ARTDM-190 Digital Media Projects**

3 units SC

- 36 hours lecture/54 hours laboratory per term
- Recommended: ART-105, ARTDM-130 and ARTDM-149 or equivalents

This advanced course is designed for students who are preparing for employment in the digital media industry. Working independently and in teams, students will use a variety of software and design tools to create projects for real-world clients. Students will also create presentations combining a variety of digital media. CSU

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**ARTDM-191 Multimedia Portfolio Development**

3 units SC

- 36 hours lecture/54 hours laboratory per term
- Recommended: ART-105, ARTDM-105, 130, 149 or equivalents

This advanced course is designed for students who are preparing for employment in the multimedia industry. Students will explore multimedia career opportunities and the basic principles of professional portfolio preparation for digital media. Students will have the opportunity to view professional portfolios and present their own portfolios to their class peers. CSU

**ARTDM-195 Applied Production for Digital Media**

3 units SC

- 36 hours lecture/54 hours laboratory per term
- Recommended: ARTDM-190 or equivalent

This course is designed to give students applied production and business experience with a wide variety of client-driven digital media projects. Working independently and in teams, students will build upon the design, tools, and business skills developed in prior coursework. Students will involve themselves in the production process and create projects to meet client specifications. Students will also be intimately involved with the decision making process for running an independent multimedia business. Projects will vary significantly from term to term as well as within the course of a term. CSU

**ARTDM-214 Introduction to Graphic Design**

3 units SC

- 36 hours lecture/54 hours laboratory per term
- Recommended: Eligibility for ENGL-122 or equivalent
- Note: Students may petition to repeat this course when software or hardware is changed. Only the first course completed will be applied toward a degree or certificate requirement. Units for both courses will apply towards the 60 units required for the degree.
- Note: Mandatory materials fee required

Fundamentals of graphic design including history, theory and practice. Students will use graphic design as a means of communicating ideas in a digital environment. Specific focus will be given to principles of design; balance and visual hierarchy; integration of text and image. Students will survey the history of 20th century design as a basis for exploring and understanding graphic design fundamentals. CSU, UC

**ARTDM-224 Typography**

3 units SC

- 36 hours lecture/54 hours laboratory per term
- Recommended: Eligibility for ENGL-122 or equivalent

This course presents fundamentals of typography including history, theory, and practice, study of letterforms and type design. Emphasis is placed on the vocabulary of typographic form and its relationship to message and purpose. CSU, UC

**ARTDM-299 Student Instructional Assistant**

.5-3 units SC

- Variable hours
- Note: Applications must be approved through the Instruction Office. Students must be supervised by a DVC instructor.

Students work as instructional assistants, lab assistants and research assistants in this department. The instructional assistants function as group discussion leaders, meet and assist students with problems and projects, or help instructors by setting up laboratory or demonstration apparatus. Students may not assist in course sections in which they are currently enrolled. CSU