

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.

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 and Color	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-130 Introduction to Digital Audio	3
ARTDM-149 Fundamentals of Digital Video.....	3
ARTDM-190 Digital Media Projects.....	3
ARTDM-191 Digital Media Portfolio Development.....	3

plus at least 9 units from one of the following six specialty areas*:

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
ARTDM-170 Animation and Interactivity	3

digital audio	
MUSX-172 Introduction to Electronic Music and MIDI.....	3
MUSX-173 Advanced Electronic Music	3
MUSX-174 Introduction to Music Technology and Pro Tools	3

digital imaging	
ARTDM-112 Digital Imaging for the Artist	3
ARTDM-115 Digital Interface Design.....	3
ARTDM-117 Digital Illustration	3
ARTDM-214 Introduction to Graphic Design	3

motion graphics	
ARTDM-140 Motion Graphics.....	3
ARTDM-145 Digital Editing	3
ARTDM-170 Animation and Interactivity	3

3D modeling and animation	
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-180 Introduction to Game Design.....	3

web design	
ARTDM-170 Animation and Interactivity	3
ARTDM-171 Introduction to Web Design	3
ARTDM-214 Introduction to Graphic Design	3

<i>plus at least 9 units from:</i>	
ART-103 Visual Theory and Practice – Color Theory.....	3
ART-106 Drawing and Color	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 Music Technology and Pro Tools	3

total minimum required units 36

**Note: There may be no duplication of course units between major specialty area requirements and restricted elective courses. Students are limited to one associate in arts degree regardless of the number of specializations completed.*

Art digital media

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.

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 and Color	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 and Color	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

DIABLO VALLEY COLLEGE CATALOG 2018-2019

any updates to this document can be found in the addendum at www.dvc.edu/communication/catalog

Art digital media

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 -

Character animation

Students completing the program will be able to...

- design a character based on a written description.
- present an animation containing the elements of a fully developed cartoon.
- produce a storyboard utilizing the principles of sequential art.
- develop observational skills in drawing the human figure.
- build foundation knowledge in digital media production.
- qualify for entry-level employment in the art digital media field.
- gain skills in specific digital media applications.

The art digital media program prepares students for entry level employment in the digital media industry with a specialization in character animation. 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 multimedia industry design and production process. Additionally, students will explore multimedia 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.

required courses:

	<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	Digital Media Portfolio Development.....	3
ARTDM-214	Introduction to Graphic Design	3

plus at least 6 units from:

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

total minimum required units 36

Certificate of achievement

Art digital media -

Digital imaging

Students completing the program will be able to...

- create digital images suitable for printing or multimedia applications.
- evaluate digital images for effective design.
- create graphic design projects.
- build foundation knowledge in digital media production.
- qualify for entry-level employment in the art digital media field.
- gain skills in specific digital media applications.

The art digital media program prepares students for entry level employment in the digital media industry with a specialization in digital imaging. 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 multimedia industry design and production process. Additionally, students will explore multimedia 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.

required courses:

	<i>units</i>	
ART-105	Drawing I	3
ARTDM-105	Introduction to Digital Imaging	3
ARTDM-112	Digital Imaging for the Artist	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	Digital Media Portfolio Development.....	3
ARTDM-214	Introduction to Graphic Design	3

total minimum required units 36

Art digital media

Certificate of achievement

**Art digital media -
Motion graphics**

Students completing the program will be able to...

- A. create motion graphic projects.
- B. utilize digital production tools for web delivery.
- C. demonstrate competency in various aspects of digitizing, importing, and exporting images.
- D. build foundation knowledge in digital media production.
- E. qualify for entry-level employment in the art digital media field.

The art digital media program prepares students for entry level employment in the digital media industry with a specialization in motion graphics. 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 multimedia industry design and production process. Additionally, students will explore multimedia 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-170 Animation and Interactivity	3
ARTDM-171 Introduction to Web Design	3
ARTDM-190 Digital Media Projects.....	3
ARTDM-191 Digital Media Portfolio Development.....	3
ARTDM-214 Introduction to Graphic Design	3
FTVE-165 Digital Editing	3
total minimum required units	36

Certificate of achievement

**Art digital media -
Web design**

Students completing the program will be able to...

- A. construct and publish web pages.
- B. use HTML code in creating web pages.
- C. create a variety of websites, effectively using animation, design concepts, and interactivity.
- D. build foundation knowledge in digital media production.
- E. qualify for entry-level employment in the art digital media field.
- F. gain skills in specific digital media applications.

The art digital media program prepares students for entry level employment in the digital media industry with a specialization in 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 multimedia industry design and production process. Additionally, students will explore multimedia 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-170 Animation and Interactivity	3
ARTDM-171 Introduction to Web Design	3
ARTDM-190 Digital Media Projects.....	3
ARTDM-191 Digital Media Portfolio Development.....	3
ARTDM-214 Introduction to Graphic Design	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.

Art digital media

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 and Color	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

<i>plus at least 3 units from:</i>	
ARTDM-105 Introduction to Digital Imaging	3
ARTDM-112 Digital Imaging for the Artist	3
total minimum required units	36

**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

Art digital media

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

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 presents the basic concepts of three-dimensional (3D) modeling and animation. Students explore the production of 3D computer animation including modeling, animation, rigging, and texture mapping. Students will also plan, design and produce 3D animation projects. CSU, UC

Art digital media

ARTDM-161 3D Modeling and Animation II

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

This course builds on skills presented in ARTDM-160 and focuses on the creation of short, 3D animated movies. Students explore the principles that govern animation and practice techniques to implement them in 3D. CSU, UC

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 story board 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

Art digital media

ARTDM-191 Digital Media Portfolio Development

3 units SC

- 36 hours lecture/54 hours laboratory per term
- Recommended: ART-105, ARTDM-105, ARTDM-115, ARTDM-171, ARTDM-214 or equivalents

This advanced course is designed for students who are preparing for employment in the digital media industry. Students explore career opportunities along with principles of professional portfolio preparation for digital media. Students 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-298 Independent Study

.5-3 units SC

- Variable hours
- Note: Submission of acceptable educational contract to department and Instruction Office is required.

This course is designed for advanced students who wish to conduct additional research, a special project, or learning activities in a specific discipline/subject area and is not intended to replace an existing course. The student and instructor develop a written contract that includes objectives to be achieved, activities and procedures to accomplish the study project, and the means by which the supervising instructor may assess accomplishment. CSU

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