Art 107D—Intro to Digital Photography (3)
CoReq: Art 112 (or prior completion). Recommended: Knowledge of the use of computers. An introduction to digital photography. Students will learn basic camera techniques and how to convert their images to digital ones. Will provide the student with basic aesthetic principles as well as an extensive range of practical photographic techniques needed for entry into the photographic workplace and/or for artistic expression. It provides experience in traditional and contemporary photographic techniques for Art and Multimedia Design.

Art 112—Introduction to Digital Arts (3)
PreReq: Eng 21 or Eng 22 or ESL 15 or placement in Eng 100 or placement in Eng 102. Recommended: Art 115 and/or basic computer competency. Studio introduction to digital technology and its applications to the production of visual art. Emphasis will also be placed on developing an aesthetic criteria for evaluation.

Art 115—Foundation Studio: 2-D Design (3)
Basic two-dimensional designs, concepts, elements and principles of organization.

Art 120—Intro to Typography (3)
PreReq: “C” or better in Art 112 and “C” or better in Art 115
Explores letterforms and word compositions in the context of designing with type. Projects and lectures include traditional terms and classifications through contemporary digital typesetting technology.

Art 125—Introduction to Graphic Design (3)
CoReq: Art 112 (or prior completion with a “C” or better) or Art 115 (or prior completion with a “C” or better)
Introduces various ways of organizing visual elements in page design and examines the conceptual meaning of text and image in combination. Structural systems such as grids; modules; and the design principles of emphasis, balance, rhythm, scale and unity are used to organize visual information. Photographs, illustrations and text are integrated using page layout software.

Art 126—3D Computer Graphics I (3)
PreReq: “C” or better in Art 112
Provides introductory studio experience in 3D computer graphic concepts with MAYA. Emphasis will also be placed on developing an aesthetic criterion for evaluation.

**Art 159—History of Communication Design (3)**
PreReq: “C” or better in Art 112 and “C” or better in Art 115. Recommended: Art 101
A chronological survey of design and media art history with an emphasis on work from the Victorian Period through the present. International, political, social, and technological issues are addressed in relationship to visual arts and design disciplines. A studio component integrates research with design projects.

**Art 202—Digital Imaging (3)**
PreReq: Art 112. CoReq: Art 115 (or prior completion)
A studio course in digital imaging concepts and techniques including image capture, manipulation, and output. Emphasis will also be placed on developing an aesthetic criterion for evaluation.

**Art 209—Image in Motion Studio (3)**
PreReq: Art 112. CoReq: Art 115 (or prior completion)
A studio course in digital video production that provides students with the basic theory, practice, and techniques for digital video with sequential digitized imagery and synchronized sound.

**Art 212—Digital Animation (3)**
PreReq: “C” or better in Art 112
Studio experience in digital animation concepts. Emphasis will also be placed on developing an aesthetic criterion for evaluation.

**Art 225—Graphic Design II (3)**
PreReq: Art 125
An intermediate graphic design class which focuses on the refinement of design skills as tools for effective visual communication. It aims to further develop the awareness and investigation of the forms, techniques, and concepts of graphic design.

**Art 226—3D Computer Graphics II (3)**
PreReq: Art 126. CoReq: Art 212 (or prior completion with a “C” or better) and Art 202 (or prior completion with a “C” or better)
Provides intermediate studio experience in 3D computer graphics concepts with Autodesk MAYA. Builds upon knowledge learned in Art 126 (3D Computer Graphics I) and applies that knowledge to learn more advanced 3D animation techniques. Emphasis placed on developing an aesthetic criterion for evaluation.

**Art 238—Interface Design (3)**
PreReq: Art 125
Explores the design and programming of audience specific interfaces. Students learn basic
programming and screen design skills in combination with basic Web page production technique. May be repeated for credit, up to 6 credits.

**Art 246—3D Computer Graphics III (3)**
PreReq: Art 226 and “C” or better in Art 212
Provides advanced studio experience in 3D computer graphics concepts with Autodesk MAYA. Builds upon the knowledge learned in ART 226, 3D Computer Graphics II and applies that knowledge to learn more advanced 3D animation techniques. Emphasis will also be placed on developing an aesthetic criteria for evaluation.

**Art 248—Digital Post-Production (3)**
PreReq: “C” or better in Art 209
A course on the theory and art of video and audio sound design and editing for various output formats. Emphasis will also be placed on developing aesthetic criteria for evaluation purposes.

**Art 249—Interface Design II (3)**
PreReq: “C” or better in Art 238
Builds upon interface design skills learned in Art 238. Students plan, design, and build web sites and audience specific interfaces for the Internet on a more comprehensive level. Students create their own original web assets: e.g. images, drawings, audio, video, animations, and other elements. Technical emphasis placed on learning Dynamic Hyper Text Markup Language (DHTML) and Cascading Style Sheets (CSS).

**Art 257—Motion Graphic Design (3)**
PreReq: “C” or better in Art 209 and “C” or better in Art 212
Course introduces projects that incorporate typography, shape, and image within time-based presentations. Students will creatively employ and integrate the elements of time, sound, motion, typographic effects, layering, and transition to focus on interactive and sequential organization of information.

**Art 259—Narrative Game Design (3)**
PreReq: “C” or better in Art 226
Introduction to the process of designing interactive narrative computer games. Emphasis will be placed on developing an aesthetic criterion for evaluation purposes.

**Art 293—Internship (3)**
PreReq: “C” or better in Art 202 and “C” or better in Art 209
Recommended: A portfolio of previous student work acceptable by the instructor. Provides supervised work experience in multimedia production. This course enables students to apply the knowledge and skills acquired in the classroom to the work environment.

**Art 295—Design Portfolio (3)**
PreReq: “C” or better in Art 225 and “C” or better in Art 249
Guides students through the process of compiling their work into a professional design portfolio.
Students will devise a strategy to focus their work to best market their skills through an interactive portfolio, hard copy portfolio materials, and a resume and business card in a unified presentation. Free-lance and contracting issues will be covered to better prepare students for entry into the job market and a review of submitting portfolios for university/college transfer.

Art 296—Demo Reel Development (3)
PreReq: “C” or better in Art 248
Guides students through the process of compiling their work onto a demo reel that is representative of student interest, strength, and skill for entry into Digital Video and multimedia fields, professional schools, or baccalaureate institutions. Students will devise a strategy to best edit, package, and market their videos which could include tape, DVD, interactive portfolio, a hard copy portfolio, and resume.