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**Desktop Publishing: see CSIS or DM**


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## DIGITAL MEDIA

### DM 6 Web Page Authoring I

Units: 2.0 Hours: 2.0 Lecture

Transferable: CSU; GAV-GE:E2

An introduction to using Hypertext Mark-Up Language (HTML) and Extensible HTML (XHTML) to create web pages which can be uploaded and displayed on the World Wide Web. Students will use HTML/XHTML to create web pages with text in various sizes and colors, links to other sites, background color or patterns, graphics, tables and mailto links. Principles of design and color as they apply to screen presentations will be included. This course has the option of a letter grade or pass/no pass. May be repeated three times for credit. Also listed as CSIS 6 and LIB 6. ADVISORY: CSIS 1 or CSIS 2 or CSIS 3/LIB 3 advised.

### DM 7 Web Page Authoring II

Units: 2.0 Hours: 2.0 Lecture

Transferable: CSU

This course is a continuation of CSIS 6, Web Page Authoring I. Topics that will be covered include XHTML, frames, advanced tables, forms, scripting languages, image maps, Cascading Style Sheets (CSS), and new trends in web page technology. This course has the option of a letter grade or pass/no pass. May be repeated three times for credit. This course is also listed as CSIS 7. ADVISORY: CSIS 6

### DM 60 3D Animation I

Units: 3.0 Hours: 2.0 Lecture and 3.0 Laboratory

Transferable: CSU

Fundamentals and aesthetics of digital 3D animation, including modeling, animation and rendering. Focus on computer animation tools and techniques including workflow and storyboarding. Builds a solid foundation for developing character animation, architecture walkthroughs, and special-effect sequences. This course has the option of a letter grade or pass/no pass. May be repeated once for credit. ADVISORY: Any of the following: DM 77, DM 75, DM 76, DM 110, CGD 2 or equivalent.

### DM 61 3D Animation II

Units: 3.0 Hours: 2.0 Lecture and 3.0 Laboratory

Transferable: CSU

This class extends animation into character modeling, soundtrack synchronization, advanced shading, lighting, rendering and compositing techniques. May include topics such as particles, dynamics, and scripting. This course has the option of a letter grade or pass/no pass. ADVISORY: DM 60 or equivalent experience.

### DM 71 Desktop Publishing - Adobe PageMaker

Units: 3.0 Hours: 2.0 Lecture and 3.0 Laboratory

Transferable: CSU

This course will provide students the opportunity to learn to use basic features of desktop publishing software to create all types of publications: flyers, brochures, newsletters, and advertisements. Included in the course will be basic page layout and design principles and integrating text and graphics to create attractive business publications. The course will be taught with industry standard software. This course has the option of a letter grade or pass/no pass. May be repeated once for credit. This course is also listed as CSIS 71. ADVISORY: CSIS 124

### DM 72 Desktop Publishing - QuarkXPress

Units: 3.0 Hours: 2.0 Lecture and 3.0 Laboratory

Transferable: CSU

This course will provide students the opportunity to learn to use basic features of desktop publishing software to create all types of publications: flyers, brochures, newsletters, and advertisement. Included in the course will be the basic page layout and design principles and integrating text and graphics to create attractive business publications. The course will be taught with industry standard software. This course has the option of a letter grade or pass/no pass. This course may be repeated once for credit. This course is also listed as CSIS 72. ADVISORY: CSIS 124 and CSIS 126

### DM 73 Desktop Publishing - Adobe InDesign

Units: 3.0 Hours: 3.0 Lecture

Transferable: CSU

This course will provide students the opportunity to learn to use basic features of desktop publishing software to create all types of publications: flyers, brochures, newsletters, and advertisements. Included in the course will be basic page layout and design principles and integrating text and graphics to create attractive business publications. The course will be taught with Adobe InDesign. May be repeated three times for credit. This course has the option of a letter grade or pass/no pass. Also listed as CSIS 73. ADVISORY: Completion of CSIS 1 or completion of CSIS 2.

### DM 74 Advanced PhotoShop

Units: 3.0 Hours: 3.0 Lecture

Transferable: CSU; GAV-GE:C1

This course is for the PhotoShop-experienced student and explores PhotoShop's advanced features in depth. Students work on projects, which challenge their creativity and technical ability, and will be encouraged to develop complex projects for the web and for the printed page. May be repeated three times for credit. This course has the option of a letter grade or pass/no pass. This course is also listed as ART 74 and CSIS 74. ADVISORY: CSIS 75 PhotoShop I

### DM 75 Photoshop I - Adobe PhotoShop

Units: 3.0 Hours: 2.0 Lecture and 3.0 Laboratory

Transferable: CSU; GAV-GE:C1

This course is based on the software application Adobe Photoshop. Students learn to scan photographs and manipulate them using Photoshop tool box and special effects filters. They will learn to correct photos; mask image using channels; create duotone, tritone, and quadtone images; prepare photos for use in printing and on the web. This course has the option of a letter grade or pass/no pass. May be repeated three times for credit. Students who repeat this course will learn new and advanced features. This course is also listed as CSIS 75. ADVISORY: CSIS 124 (Windows Fundamentals), CSIS 2L

### DM 76 Digital Illustration

Units: 3.0 Hours: 2.0 Lecture and 3.0 Laboratory

Transferable: CSU; GAV-GE:C1

Illustration techniques using computer Bezier curve-based illustration software tools to do diagrams and graphics for use in art, desktop publishing, web graphics, multimedia, and computer presentations. This basic Illustrator course is focused on the technical and historical aspects of digital design and illustration as well as the development of personal artistic expression and visual perception through the use of the digital illustration medium. The course will include lectures and discussions about color, composition and content, computer and illustration program use, printing and presentation techniques. This course has the option of a letter grade or pass/no pass. This course is also listed as ART 76 and CSIS 76. ADVISORY: CSIS 1 or CSIS 2 or equivalent computer experience.

### DM 77 Introduction to Digital Media and its Tools

Units: 3.0 Hours: 2.0 Lecture and 3.0 Laboratory

Transferable: CSU, UC; GAV-GE:C1

An introduction to the field of digital media, including history, social impact, concepts, career options and industry trends. Applying learned visual and aural design principles, students will explore the use of computer-based tools in the design and production of digital media by creating and editing digital images, sounds, video, animation, and text. A comprehensive term project for publication on the web or CD ROM will be required. This course is also listed as ART 77 and CSIS 77. This course has the option of a letter grade or pass/no pass. May be repeated twice for credit. ADVISORY: CSIS 124, CSIS 1, CSIS 2/2L, CSIS 3, or familiarity using the Macintosh or Windows operating system.

### DM 79 Portfolio Development

Units: 1.0 Hours: 1.0 Lecture

Transferable: CSU; GAV-GE:C1

The planning and production of personal portfolios and self-promotion materials, including online, print, slides, and e-media (CD ROM, DVD) portfolios; cover letters, and resumes. Focuses on self-promotion for jobs, self-employment, or advanced education in the fields of Art, Computer Graphic Design and Digital Media. Students will leave the class with one or more portfolios representing their work. This course has the option of a letter grade or pass/no pass. This course is also listed as ART 79 and CSIS 79.

**DM 80 Digital Photography**

**Units:** 3.0 **Hours:** 2.0 Lecture and 4.0 Laboratory  
**Transferable:** CSU, UC; GAV-GE:C1

The study of digital photography from digital camera to the computer-based printer or digital media. Artistic, theoretical, and technical aspects will be considered. Topics include information about types and purchasing of digital cameras; theory, mechanics, and art of digital imagery; digital darkroom; eccentricities of digital photo taking; stitching photos for virtual reality; and preparing digital images for print, World Wide Web and other digital media. This course has the option of a letter grade or pass/no pass. This course is also listed as ART 80 and CSIS 80. ADVISORY: CSIS 1 or CSIS 2/2L or ART 8A or equivalent computer experience.

**DM 85 Web Design I: Dreamweaver**

**Units:** 2.0 **Hours:** 2.0 Lecture  
**Transferable:** CSU; GAV-GE:C1

Basic and intermediate principles of designing Web pages/sites using the Dreamweaver web design software and HTML. Emphasis will be on good design and the use of tables, frames, forms, rollovers, DHTML, XHTML, behaviors, and CSS. Also includes site maintenance and the integration of multimedia components such as graphics, sound, animation, and video. This course is for the content person to design, develop, and maintain effective Web sites. This course is also listed as ART 85 and CSIS 85. This course has the option of a letter grade or pass/no pass. May be repeated twice for credit. ADVISORY: CSIS 6 or basic knowledge of HTML.

**DM 98 Special Topics**

**Units:** .5 TO 3.0 **Hours:** .5 TO 3.0 Lecture  
**Transferable:** CSU

Special topics courses examine current problems or issues of interest to students within a specific discipline area. For topical content information, consult with the appropriate department chairperson. For transfer status, check with a counselor. May be repeated for credit with different topics. This course has the option of a letter grade or pass/no pass.

**DM 107 Digital Media Design**

**Units:** 2.0 **Hours:** 1.5 Lecture and 1.5 Laboratory  
**Transferable:** CSU

Fundamentals of design for visual, time-based, interactive, and sound arts as applied to digital media. Includes basic storytelling, graphic design, information architecture, and human factors. Page layout, scriptwriting, storyboards, and flow charts will be used as tools applicable to the design and development of business presentations, interactive media, educational multimedia, animation, web sites, video games, and film/video. This course has the option of a letter grade or pass/no pass. Also listed as ART 107 and CSIS 107. ADVISORY: CSIS 1 or CSIS 2/2L or equivalent computer experience

**DM 108 Digital Media Lab**

**Units:** .5 TO 3.0 **Hours:** 1.5 TO 9.0 Laboratory  
**Transferable:** CSU; GAV-GE:C1

Supervised practice and individualized computer assisted learning or software applications and techniques commonly found in the design and production of digital media (e.g., digital art and imaging, digital photography, digital print, digital audio/video, web design design/authoring, DVD/CD ROMs, animation). Supplements lecture courses. Open entry/exit, so may be added anytime during the semester. This is a pass/no pass course. Also listed as ART 108 and CSIS 108. May be repeated three times for credit. ADVISORY: CSIS 1 or CSIS 2/2L or equivalent computer experience.

**DM 110 Interactive Animation: Flash**

**Units:** 3.0 **Hours:** 2.0 Lecture and 3.0 Laboratory  
**Transferable:** CSU; GAV-GE:C1

The production of vector graphics, animation, and interactive multimedia in Shockwave-Flash format for web pages and other digital media. Design of highly interactive web site interfaces and animated games using Flash actions (scripting). Useful for web designers/developers, animators, and multimedia authors. This course has the option of a letter grade or pass/no pass. Also listed as ART 110 and CSIS 110. May be repeated three times for credit. ADVISORY: CSIS 1, CSIS 2/2L, CSIS 124 or basic computer knowledge.

**DM 111 Sound Design for Digital Media**

**Units:** 3.0 **Hours:** 2.0 Lecture and 3.0 Laboratory  
**Transferable:** CSU

Study and practice of the techniques and aesthetics of sound design especially for digital media (i.e., digital video/film, DVD, video games, WWW, and presentations.) Recording (including live audio), mixing and processing of Foley effects, ADR, voice-overs, sound tracks, and narration. This is not a music composition course, but use of sampled and electronic music/loops for creating background music will also be studied. This course has the option of a letter grade or pass/no pass. ADVISORY: CSIS 1 or CSIS 2/2L or equivalent computer knowledge.

**DM 113 Introduction to Digital Video**

**Units:** 3.0 **Hours:** 2.0 Lecture and 3.0 Laboratory  
**Transferable:** CSU; GAV-GE:C1

Introduction to the aesthetic and technical aspects of digital video recording, non-linear editing, special effect generation, and production of video (and associated audio) using the personal computer equipped with specialized software such as iMovie, Final Cut Pro, and After Effects. Also considered will be the preparation of digital video for use in interactive media such as CD, DVD, and the World Wide Web. Students will produce a final digital video project on DVD. This course has the option of a letter grade or pass/no pass. May be repeated 2 times for credit. Also listed as ART 113 and CSIS 113. ADVISORY: CSIS 1 or CSIS 2/2L or equivalent computer experience

**DM 114 Digital Media Production**

**Units:** 2.0 **Hours:** 2.0 Lecture  
**Transferable:** CSU

A team oriented practicum that focuses on the application of learned skills to the production of digital media and digital print projects, such as web sites, CD ROM, and DVDs. Project development will be accomplished according to team derived master schedules. Lectures will be on project management, work coordination and production techniques, client-team interface, asset management and integration, budget estimates, testing, and copyright infringement. Please note that this is very much a team oriented class. This course has the option of a letter grade or pass/no pass. This course is also listed as ART 114 and CSIS 114. ADVISORY: At least one of the following: ART 75, CGE 2, JOUR 18A, MUS 21, CSIS 7, CSIS 71, OR CSIS 77. or possess equivalent skills from any one of the following areas: digital media, computer graphics, digital print, film, TV/video, journalism (publishing), drawing or illustration, web design/ development, business/marketing, or programming.

**DM 117 Visual Effects-Motion Graphics**

**Units:** 3.0 **Hours:** 2.0 Lecture and 3.0 Laboratory  
**Transferable:** CSU, UC

Study of the design of motion graphics and special effects used in digital video and film, web, multimedia, and interactive games. Includes video/graphics compositing techniques, 2D animation, basic 3D animation, and special effects commonly generated in digital post- production. Software such as Adobe After Effects or Apple's Motion will be used. May be repeated three times for credit. This course has the option of a letter grade or pass/no pass. This course is also listed as ART 117 and CSIS 117. ADVISORY: DM/ART/CSIS 113 or DM/ART/CSIS 140 or DM/ART/CSIS 77 or THEA 17A or basic knowledge of digital video/film editing.

**DM 140 Basic Digital Film/Video Production**

**Units:** 1.0 **Hours:** 1.0 Lecture  
**Transferable:** CSU, UC; GAV-GE:C1

An on-line self-paced course covering the basics of film/video production and post production (editing) using "easy to use" computer software such as Apple's iMovie. Beneficial for students who are producing a video/film project as a requirement for another college course, extra skills development, or for self interest. Completion of the associated class or personal project in DVD format using either personal video equipment or the equipment in the Digital Media Studio is required. May be repeated twice for credit. This course has the option of a letter grade or pass/no pass. This course is also listed as ART 140 and CSIS 140.

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**Disability: see Voc Prep-Disability, Phys Ed-Adapted**

**Drama: see Mass Communications & TV, Theatre Arts**

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