Art digital media

**ART DIGITAL MEDIA – ARTDM**

Toni Fannin, Dean
Applied and Fine Arts Division
Business and Foreign Language Building, Room 204

**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.

**major requirements:**

<table>
<thead>
<tr>
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<tbody>
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</tr>
<tr>
<td>ARTDM-214</td>
<td>Introduction to Graphic Design</td>
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</table>

**plus at least 3 units from:**

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

**plus at least 3 units from:**

- ARTHS-197 History of Baroque to 20th Century Art
- ARTHS-199 Contemporary Art History
- FTVE-240 History of Broadcasting and Electronic Media

**total minimum units for the major**

36

**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.

major requirements:  units
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  Drawing for Digital Animation  3
ARTDM-166  Intermediate Drawing for Digital Animation  3
ARTDM-170  Animation for Interaction Design  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 for Interaction Design  3

3D modeling and animation
ARTDM-160  3D Modeling and Animation I  3
ARTDM-161  3D Modeling and Animation II  3
ARTDM-165  Drawing for Digital Animation  3
ARTDM-180  Game Design I  3

web design
ARTDM-170  Animation for Interaction Design  3
ARTDM-171  Web Design I  3
ARTDM-214  Introduction to Graphic Design  3

plus at least 9 units from:
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  Drawing for Digital Animation  3
ARTDM-166  Intermediate Drawing for Digital Animation  3
ARTDM-167  Digital Animation  3
ARTDM-170  Animation for Interaction Design  3
ARTDM-180  Game Design I  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 units for the major 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.

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.
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.

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.

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<td>ART-110</td>
<td>Introduction to Printmaking</td>
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</tr>
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<td>ARTDM-117</td>
<td>Digital Illustration</td>
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<td>Contemporary Art History</td>
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<td>Introduction to Two-Dimensional Design</td>
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<td>ART-102</td>
<td>Introduction to Three-Dimensional Design and sculpture</td>
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<td>ART-103</td>
<td>Visual Theory and Practice - Color Theory</td>
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<td>ART-116</td>
<td>Printmaking: Stencil and Screen Print</td>
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<tr>
<td>ART-126</td>
<td>Painting I: Introduction to Painting</td>
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#### total minimum units for the major 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.

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<td>History of Broadcasting and Electronic Media</td>
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</table>
Art digital media

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

total minimum required units  36

Certificate of achievement
Art digital media -
Character animation

Students completing the program will be able to...
A. design a character based on a written description.
B. present an animation containing the elements of a fully developed cartoon.
C. produce a storyboard utilizing the principles of sequential art.
D. develop observational skills in drawing the human figure.
E. build foundation knowledge in digital media production.
F. qualify for entry-level employment in the art digital media field.
G. 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.

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total minimum required units  36

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.

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total minimum required units  33

Certificate of achievement
Art digital media -
Digital imaging

Students completing the program will be able to...
A. create digital images suitable for printing or multimedia applications.
B. evaluate digital images for effective design.
C. create graphic design projects.
D. build foundation knowledge in digital media production.
E. qualify for entry-level employment in the art digital media field.

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total minimum required units  33
Art digital media

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 processes. 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.

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<td>ARTDM-171</td>
<td>Web Design I</td>
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<td>ARTDM-174</td>
<td>Web and Mobile Design with JavaScript</td>
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<td>ARTDM-191</td>
<td>Digital Media Portfolio Development</td>
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**Certificate of achievement**

**Art digital media - Web design**

Students completing the program will be able to...

A. develop and publish web pages using industry best practices.
B. create planning and user experience design deliverables for web and mobile projects.
C. implement rich media, visual design, and interaction design concepts.
D. build foundation knowledge in digital media production.
E. qualify for entry-level employment in the art digital media field.
F. gain skills in a range of creative media tools.

To earn a certificate of achievement, students must complete each course used to meet a certificate requirement with a “C” grade or higher. Some courses are available in online and traditional formats.

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<td>ARTDM-172</td>
<td>User Experience Design for Web and Mobile Devices</td>
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<tr>
<td>ARTDM-174</td>
<td>Web and Mobile Design with JavaScript</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td><strong>Total minimum required units</strong></td>
<td>33</td>
</tr>
</tbody>
</table>

**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.

**required courses:**

**ART-105** Drawing I ........................................ 3
**ART-110** Introduction to Printmaking .................... 3
**ARTDM-117** Digital Illustration ............................ 3
**ARTDM-136** Introduction to Digital Photography ......... 3
**ARTDM-171** Web Design I ................................ 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

**plus at least 6 units from:**

**ART-101** Introduction to Two-Dimensional Design ...... 3
**ART-102** Introduction to Three-Dimensional Design and Sculpture ........................................ 3
**ART-103** Visual Theory and Practice - Color Theory .... 3
**ART-106** Drawing and Color ................................ 3
**ART-116** Printmaking: Stencil and Screen Print ........ 3
**ART-126** Painting I: Introduction to Painting .............. 3

**total minimum required units** 36

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**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.
**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

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**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

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**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

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**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

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**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

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**ARTDM-139 Introduction to Digital Video**

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**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 Affects. CSU, UC

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**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

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**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

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**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

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**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  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 introduces students to the skills necessary to create animation that utilizes the 12 principles of animation, character pages, and storyboard animations. The course is designed to prepare students to develop a particular style of animation using hand drawing techniques and introduces digital applications. In addition, a survey of the history of animation will be presented. CSU

ARTDM-166  Intermediate Drawing for Digital Animation
3 units SC
- 36 hours lecture/54 hours laboratory per term
- Recommended: ARTDM-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 builds on skills in ARTDM-165 and emphasizes fluidity of movement, multiple visual perspectives, and creating a unified cast of characters for digital animation. Through a series of projects and experiments, students will explore these subjects and discover how to create an animator’s “story bible”. CSU

ARTDM-167  Digital Animation
3 units SC
- 36 hours lecture/54 hours laboratory per term
- Recommended: ARTDM-160 or equivalent, ARTDM-165 or equivalent
- Note: Students may petition to repeat this 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.
- Formerly ARTDM-175

This course explores how to combine multiple techniques and processes related to animation to create complete viewing experiences. The course follows basic industry production structure to immerse students in the animation process. Students will compare 2D, 3D, and compositing techniques and how to apply them in the creation of animated projects. In addition, students will apply audio recording and post production techniques to animated projects. CSU, UC

ARTDM-170  Animation for Interaction Design
3 units SC
- 36 hours lecture/54 hours laboratory per term
- Recommended: ARTDM 115 or equivalent, ARTDM 171 or equivalent
- Note: Students may petition to repeat this course when software or hardware is changed. Only the first course completed will apply toward a degree or certificate requirement. Units for both courses will apply towards the 60 units required for the degree.

This course explores animation for the purpose of improving interaction design and user experience design. Concepts and techniques for improving usability and user engagement for the web, mobile, and other interactive contexts will be addressed. CSU, UC

ARTDM-171  Web Design I
3 units SC
- 36 hours lecture/54 hours laboratory per term
- Recommended: ARTDM-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.

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

ARTDM-172  User Experience Design for Web and Mobile Devices
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 explores user-centered design concepts, practices, and standard deliverables employed in planning interactive experiences. Students will also be exposed to the detailed processes of researching, planning, and designing user experiences for digital contexts. CSU

ARTDM-173  Web Design II
3 units SC
- 36 hours lecture/54 hours laboratory per term
- Prerequisite: ARTDM-171 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 presents advanced production concepts such as design and development frameworks, pre-and postprocessors, and content management systems. Students will build upon previous web design experiences to learn professional tools and practices. CSU
ARTDM-174  Web and Mobile Design with JavaScript
3 units  SC
- 36 hours lecture/54 hours laboratory per term
- Prerequisite: ARTDM-171 or equivalent
This course presents JavaScript/ECMAScript skills and best practices for web standards. Utilization of code libraries for the development of user interfaces will also be covered. Concepts include interactive design skills with emphasis on scripting the functionality of web interfaces. CSU

ARTDM-180  Game Design I
3 units  SC
- 36 hours lecture/54 hours laboratory per term
- Recommended: ARTDM-160 or equivalent
This course will present techniques for the development of interactive game environments. Students will create multiple levels, integrate game mechanics, and apply visual design concepts in the development process. The course follows basic industry production structure to immerse students in the game design process and will introduce node based programming tool sets to be applied to level designs. CSU, UC

ARTDM-181  Game Design II
3 units  SC
- 36 hours lecture/54 hours laboratory per term
- Recommended: ARTDM-180 or equivalent
This course will build upon techniques and methods covered in ARTDM-180 Game Design I. Students will create multiple levels, integrate game mechanics, and apply visual design concepts in the development process with an emphasis on continuity and level transitions. The course follows standard industry production structure to immerse students in the game design process. Students will be introduced to intermediate programming and artificial intelligence (AI) behavior systems to be applied to level designs. 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. Students will create projects for real-world clients. Students will also create presentations combining a variety of digital media. CSU

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 will 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
- 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
This course presents the 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, and the integration of text and image. Students will survey the history of graphic 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
- 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-295  Occupational Work Experience in ARTDM
1-4 units  SC  
• May be repeated three times  
• Variable Hours  
• Note: In order to enroll in ARTDM-295, students must be employed, register for the course, complete an online Employment Form, and participate in an orientation. Employment Form can be accessed at www.dvc.edu/wrkx. Incomplete grades are not awarded for this course.

ARTDM-295 is supervised employment that extends classroom learning to the job site and relates to the student’s chosen field of study or area of career interest. Under the supervision of a college instructor, students will engage in on-the-job and other learning experiences that contribute to their employability skills and occupational or educational goals. Five hours work per week or seventy-five hours work per term is equal to one unit. Students may earn up to a maximum of sixteen units; repetition allowed per Title 5 Section 55253. CSU

ARTDM-296  Internship in Occupational Work Experience Education in ARTDM
1-4 units  SC  
• May be repeated three times  
• Variable hours  
• Note: In order to enroll in the ARTDM-296 course, students must be interning or volunteering, register for the course, complete an online Employment Form, and participate in an orientation. The Employment Form can be accessed at www.dvc.edu/wrkx. Incomplete grades are not awarded for this course.

ARTDM-296 is a supervised internship in a skilled or professional level assignment in the student’s major field of study or area of career interest. Under the supervision of a college instructor, students will engage in on-the-job and other learning experiences that contribute to their employability skills and occupational or educational goals. Internships may be paid, non-paid, or some partial compensation provided. Five hours work per week or seventy-five hours work per term is equal to one unit (paid) or one unit for four hours work per week or sixty hours per term (unpaid work). Students may earn up to a maximum of sixteen units; repetition allowed per Title 5 Section 55253. CSU

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