

DIGITAL MULTIMEDIA (DMD)

Digital Multimedia (DMD) 105

2D Animation

This is a studio course that investigates the principles, practices, and philosophy of both traditional and 2D digital animation. Students will develop storyboards, drawings, flip books, and short computer animations. Writing assignments, as appropriate to the discipline, are part of the course.

Grade C or better in ENGLISH 101, ART 131 recommended or taken concurrently, or consent of department chair.

2 Laboratory hours. 2 Lecture hours. 3 Credit Hours.

Offered At: HW

IAI: MC 924

Digital Multimedia (DMD) 115

Digital Audio

This is a studio course in which the primary orientation is the development of the student's portfolio. The course will investigate and develop soundtracks for video, film and multimedia. Students will develop soundtracks using digitized sounds, traditional foley effects, general midi music and dubbed effects, with the primary emphasis on the creation of a video and multimedia soundtrack. The use of professional sound and editing techniques will be emphasized. Writing assignments, as appropriate to the discipline, are part of the course.

Grade of C or better in ENGLISH 101.

2 Laboratory hours. 2 Lecture hours. 3 Credit Hours.

Offered At: HW, KK

Digital Multimedia (DMD) 121

3D Modeling

This is a studio course whose primary orientation is the development of the student's portfolio. The course will introduce students to 3D graphics, principles of perspective and basic principles of 3D modeling. The theory of 3D on the computer will be explored. Writing assignments, as appropriate to the discipline, are part of the course.

Grade of C or better in ENGLISH 101 and DMD 168-1, or Consent of Department Chairperson.

2 Laboratory hours. 2 Lecture hours. 3 Credit Hours.

Offered At: HW

Digital Multimedia (DMD) 130

Principles of Design and Development for Digital Media

Introduction to fundamental design and development principles within the context of digital media production. The course covers principles of design, color theory, typography, information architecture, and layout as it applies to digital media. Writing assignments, as appropriate to the discipline, are part of the course.

Eligibility for ENGLISH 101, CIS 120 or Consent of Department Chairperson.

2 Laboratory hours. 2 Lecture hours. 3 Credit Hours.

Offered At: HW

Digital Multimedia (DMD) 131

Beg Multimedia Design & Dev

This course is an introduction to multimedia authoring using industry standards web authoring software applications. Students will use industry standards vectors and WYSIWYG development software to design and develop web and desktop applications. Writing assignments, as appropriate to the discipline, are part of the course.

Eligibility for ENGLISH 101, DMD 130, and DMD 168, or Consent of Department Chairperson.

6 Laboratory Hours. 3 Credit Hours.

Offered At: HW

IAI: MC 923

Digital Multimedia (DMD) 168

Computer Art I

Students will be introduced to the concepts of computer art using representative programs and concepts from the profession. Students will be introduced to both raster paint/photo retouching programs and professional quality vector drawing programs. Students will also be introduced to the history of computer art. Writing assignments, as appropriate to the discipline, are part of the course.

Eligibility for ENGLISH 101; or consent of department chairperson.

6 Laboratory Hours. 3 Credit Hours.

Offered At: HW

Digital Multimedia (DMD) 179

Digital Video I

Students will learn digital camcorder operation, basic shooting and lighting techniques, basic editing, storyboard creation and video production planning. The history, theory and criticism of video will be discussed. Writing assignments, as appropriate to the discipline, are part of the course.

Eligibility for ENGLISH 101, CIS 120 or Consent of Department Chairperson.

2 Laboratory hours. 2 Lecture hours. 3 Credit Hours.

Offered At: HW

Digital Multimedia (DMD) 205

Advanced Animation

This studio course is a continuation of the exploration and development of 2D animation. Students will develop observational and storytelling skills, utilizing and experimental animation techniques, including stop motion, live-action composting, cutouts, time-lapse, and drawn animation. Students will explore the use of animation as a creative tool, art form, and distinct personal language through character development, timing, movement study, camera movement, observation and soundtrack implementation. Writing assignments, as appropriate to the discipline, are part of the course.

Grade of C or better in ENGLISH 101, working knowledge of Macintosh platform, DMD 105 required, or Consent of Department Chairperson

2 Laboratory hours. 2 Lecture hours. 3 Credit Hours.

Offered At: HW

Digital Multimedia (DMD) 221

3D Animation

This is a studio course whose primary orientation is the development of the student's portfolio. The course will develop the students understanding of 3D graphics, 3D dimensional modeling with an emphasis on movement, using systems and inverse kinematics and the use of constraints and bones. Advanced modeling will be used such as skins and mesh deformation. Writing assignments, as appropriate to the discipline, are part of the course.

Grade of C or better in DMD 121 and DMD 168, or Consent of Department Chairperson.

2 Laboratory hours. 2 Lecture hours. 3 Credit Hours.

Offered At: HW

Digital Multimedia (DMD) 231

Intermediate Multimedia Design & Development

This course builds upon the technical and design skills learned in DMD 130 and 131. Focus in on design skills, intermediate programming skills, basic concepts of object oriented scripting, open source libraries, and designing for mobile devices. Writing assignments, as appropriate to the discipline, are part of the course.

Grade of C or better in DMD 131 or Consent of Department Chairperson.

6 Laboratory hours. 3 Credit Hours.

Offered At: HW

Digital Multimedia (DMD) 233

Advanced Multimedia Design & Development

This course builds upon the technical and design skills learned in DMD 231. Focus is placed on advanced scripting and programming skills along with team-based projects. Students will develop an understanding of team roles, time management, and legal and technical considerations for completing a project. Students work in teams to design and complete a client-based web site. This will provide an opportunity to plan, design, develop, and implement solutions for web/multimedia projects requiring students to analyze, integrate, and synthesize knowledge acquired from previous course work. Writing assignments, appropriate to the discipline, are part of the course.

Grade of C or better in DMD 231, or Consent of Department Chairperson.

2 Laboratory hours. 2 Lecture hours. 3 Credit Hours.

Offered At: HW

Digital Multimedia (DMD) 268

Advanced Computer Art

This studio course develops an understanding of and skills in computer art at an advanced level. This course builds upon the basic skills developed in DMD 168 and explores more advanced features in both bitmap and vector painting and drawing programs. Students will learn to utilize filters, layers, channels, gradient mesh, advanced type techniques, color correction, and surface and texture creation. This course will also explore preparing images for the web and using vector and bitmap programs in tandem. Writing assignments, as appropriate to the discipline, are part of the course.

Grade of C or better in DMD 168, or Consent of Department Chairperson.

2 Lecture Hours. 2 Laboratory Hours. 3 Credit Hours.

Offered At: HW

Digital Multimedia (DMD) 279

Digital Video II

Builds upon the foundation of Digital Video I course. Students will learn advanced camera, editing, lighting, special effects, and audio techniques. Writing assignments, as appropriate to the discipline, are part of the course.

Grade of C or better in DMD 115 or DMD 179, or Consent of Department Chairperson.

2 Laboratory hours. 2 Lecture hours. 3 Credit Hours.

Offered At: HW

Digital Multimedia (DMD) 299

Portfolio & Professional Practice Seminar

Students develop an online portfolio using technical and design skills learned in prior multimedia classes. Professional issues related to the business of interactive design will be covered. Writing assignments, as appropriate to the discipline, are part of the course.

Grade of C or better in DMD 130, DMD 131, DMD 231, and DMD 233, or Consent of Department Chairperson.

2 Laboratory hours. 2 Lecture hours. 3 Credit Hours.

Offered At: HW