

DIGITAL ARTS (DART)

DART G100 3 Units (36 lecture hours; 54 lab hours)

Introduction To Digital Arts

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU; UC.

This hands-on introductory course covers the fundamental use of digital tools in the creation of digital art including the use of digital cameras, scanners, and printers. Students will also learn how to acquire and edit digital art and use it to create effective design communications. Graded or Pass/No Pass option.

DART G105 3 Units (36 lecture hours; 54 lab hours)

Digital 2D Design & Color Theory

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU.

Formerly: DART G103; Digital 2D Design. This course is an introduction to the basic visual vocabulary used by visual artists and designers. Using only digital tools on the computer, students will explore the concepts of line, mass, texture, color, light, harmony, composition, perspective, pattern, and illusion to develop an awareness of elements used to indicate form. Hue, value and saturation will be explored as an introduction to color theory. Students will learn ways to observe details in the environment around them and are encouraged to create meaningful art utilizing the visual elements of design. The use of a Macintosh or PC computer and software programs such as Adobe Illustrator and Adobe Photoshop will allow students to explore the computer as a tool for creating digital compositions. Graded or Pass/No Pass option.

DART G135 3 Units (36 lecture hours; 54 lab hours)

Digital Illustration: Adobe Illustrator

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU; UC.

Formerly: Introduction To Adobe Illustrator This course provides an introduction to digital illustration and 2D graphics. Students will use the latest versions of industry-standard software such as Adobe Illustrator to create vector-based artwork. The class will utilize the digital tools of the software to create simple platonic shapes that will serve in the building of more complex 2D graphics in continuing projects. Graded or Pass/No Pass option.

DART G150 3 Units (36 lecture hours; 54 lab hours)

Digital Image Editing I: Beginning Photoshop

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU; UC.

Formerly: Photoshop, Beginning This course is an introductory course in using computer software to learn the tools and techniques for editing digital images. Course content focuses on creation, photo-editing and repair, scanning, image compositing, file formats of digital images. Students will incorporate the use of color theory and design principles and demonstrate their abilities by creating signature portfolio pieces. Centrally, students will learn how to make selections and masks and to use the basic functions and tools of Adobe Photoshop to create multi-layered images. Consideration will also be given to managing the digital workflow and the legal guidelines for image usage and digital copyright laws. Graded or Pass/No Pass option.

DART G152 3 Units (36 lecture hours; 54 lab hours)

Digital Imaging II: Intermediate Photoshop

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU.

This course is an intermediate course using Adobe Photoshop for digital image editing, filter usage, typography and outputting as used in graphic design, advertising, and web design. Consideration is also given to Photoshop terms, modes, color balance, shadows/reflections, light sources, the Photoshop digital working environment, the tools and the advanced functions of the software. Graded or Pass/No Pass option.

DART G160 3 Units (36 lecture hours; 54 lab hours)

Interaction Design for Mobile

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU.

This course will prepare students with the skills to design and create an interactive multimedia project with augmented reality capabilities. In addition, this course will cover a variety of issues and approaches in regard to educational programming using interactive media. The potential for use of new technologies for effective communication with various audiences will be examined via related literature, field observations and critiques/assessments. Introduction to interactive media authoring software. Topics include interface, animation, interactivity, defining properties, creating and modifying objects, integrating media files, and publishing for a variety of formats. Students will author and publish interactive applications demonstrating basic competency with an interactive media authoring environment. Graded. Pass/No Pass.

DART G170 3 Units (36 lecture hours; 54 lab hours)

Graphic Design Principles

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU.

This course is an introduction to visual communication principles as practiced in the graphic design profession. These principles relate to the choice, placement, organization and theme management of graphic elements. These graphic elements are illustrations, photographs, symbols, blocks of type and decorative accessories. Class projects are fashioned after real world projects encountered in the first years of professional work. These projects are produced on MAC and PC computers using the most up to date software encountered in most job sites. The course introduces process selection, problem solving, and production techniques for print or multi-media delivery. Required of all digital arts majors. Graded or Pass/No Pass option.

DART G174 3 Units (36 lecture hours; 54 lab hours)

Print and Digital Publication Design

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU.

Formerly: Introduction To Page Layout & Design - Adobe Indesign. This course is an introduction to digital page layout and design using today's software such as Adobe InDesign. This course includes beginning principles of document layout design combined with detailed software instruction that will enable the student to master basic principles of typography and publishing for print and digital delivery. Graded or Pass/No Pass option.

DART G177 **3 Units (36 lecture hours; 54 lab hours)**
Professional Practice for Designers
Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

Formerly: Graphic Design Principles on the Computer. This course is a studio format where students use their acquired graphic design skills and techniques to prepare a final portfolio consisting of graphic design pieces aimed to communicate their ideas and concepts clearly and effectively for self-promotion and career preparation. Additionally, the course will examine the requirements for starting and managing a design business. Professional practice topics surveyed in the course include portfolio development, registering a company name, creating a business plan, establishing an accounting system, setting prices, contracts, presentation techniques, marketing, and finding clients. Graded or Pass/No Pass option.

DART G178 **3 Units (36 lecture hours; 54 lab hours)**
Web Design I
Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

Formerly: Introduction to Web Page Design. This course provides a basic introduction to designing websites and preparing images and media for Web delivery. The student will learn how to make dynamic websites and Web graphics with popular applications such as Dreamweaver, Photoshop, and WordPress. The student will learn to identify the audience, determine appropriate content, and assemble a functioning website. The class will cover traditional principles of design, how the principles apply to website design, and the issues and constraints of designing complex, multi-layered sites. Graded or Pass/No Pass option.

DART G179 **3 Units (36 lecture hours; 54 lab hours)**
Digital Prepress
Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

Formerly: Prepress. This course introduces the student to the software and tools used in the creation of single and multi-page documents. Students will learn the fundamentals of page layout, typography, effective use of color, proofing, and preparing documents for print and digital output.. Graded or Pass/No Pass option.

DART G180 **3 Units (36 lecture hours; 54 lab hours)**
2D & 3D Motion Graphics for Web and User Interface
Advisory: DART G178.

Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

Formerly: Introduction To Web Animation. This course is an introduction to the software and tools used to create expressive animation and interactive content that can be viewed on any device. Students will learn how to develop and publish interactive content to multiple platforms, including Apple iOS, Google Android, Windows, MAC OS desktop, HTML5, WebGL, or Animated SVG. Graded or Pass/No Pass option.

DART G200 **3 Units (36 lecture hours; 54 lab hours)**
Web Design II
Advisory: DART G178.

Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

Formerly: Advanced Web Design. This course will provide students with the fundamentals of responsive website design with emphasis on cross platform functionality including phone, tablet, and desktop. Students will apply concepts from interaction design and human computer interaction and build an interactive website. Other topics covered in the course include navigation, animation graphics for Web, interactive content, audio and video for Web, using templates, and wireframe mockups. Graded or Pass/No Pass option.

DART G240 **3 Units (36 lecture hours; 54 lab hours)**
UI/UX Design
Advisory: DART G160.

Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

This course is a hands-on, project based course that explores the principles and practice of user interface and user experience design for digital platforms. Additionally, this course introduces students to a range of digital prototyping techniques for generating proof-of-concept solutions for interactive user experience projects. Emphasis will be placed on effectively communicating and testing concepts and ideas through an iterative process. Graded or Pass/No Pass option.