DIGITAL GRAPHIC APPLICATIONS (DGA)

DGA C100   **3 Units (54 lecture hours)**
Introduction to Digital Art and Media
Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

This overview course is open to all students wanting to learn about the different areas of Digital Art and Media. Introduction to fundamental concepts, practices, and theories of digital art and media. Topics include the integration of traditional design, color, and compositional principles with contemporary digital tools. Demonstrations of digital image capture, image manipulation, illustration, layout, animation, 3D, and emerging technologies. This course is identical to ART C183. Graded or Pass/No Pass option.

DGA C111   **3 Units (54 lecture hours)**
3D Animation
Advisory: DGA C116A.

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

This course teaches foundational animation skills such as 3D modeling, animation, rendering, compositing, visual effects, production, and performance skills. Hands-on training is emphasized using relevant computer software. Graded or Pass/No Pass option.

DGA C116A   **3 Units (54 lecture hours)**
Adobe Photoshop 1
Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

This course will introduce basic tools and techniques to explore the graphic capabilities of Adobe Photoshop. Learn how selection and editing tools are used to manipulate graphics and photographs by duplicating, deleting, replacing, or changing image elements. Create original images and produce multi-layered graphics from existing photographs. Create eye catching display graphics, color correct, and retouch photos. No art background required. Graded or Pass/No Pass option.

DGA C116B   **3 Units (54 lecture hours)**
Adobe Photoshop 2
Advisory: DGA C116A.

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

This project-based course will focus on the intermediate tools and techniques that expand the graphic capabilities of Adobe Photoshop. Learn how editing tools and actions are used to enhance images and retouch photographs by compositing, deleting, replacing, or changing image elements with filters, masks, channels, and paths. Create original images and produce multi-layered graphics for print and the web. No art background required. Graded or Pass/No Pass option.

DGA C117   **3 Units (54 lecture hours)**
Typography Fundamentals
Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

Typography is the window into the world of visual communication. Explore the history and development of basic letterforms and the ubiquitous nature of type and typography as it relates to mastering the skills necessary to design effective digital assets. Real world applications will be discussed relating to perceptions, intention, readability and usage of typography, while creating successful designs for a professional portfolio. Recommended for Digital Graphic Application majors and certificates. Graded or Pass/No Pass option.

DGA C118A   **3 Units (54 lecture hours)**
Introduction to Adobe Illustrator
Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

Learn to master the basics of Adobe Illustrator using appropriate tools or filters for illustrations; applying strokes and color fills; creating and editing paths; using layers, transformation effects, and gradients; working with images; and creating basic object shapes. No artistic background is required. Graded or Pass/No Pass option.

DGA C118B   **3 Units (54 lecture hours)**
Adobe Illustrator 2
Advisory: DGA C118A.

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

This course is primarily designed for students wishing to expand their basic knowledge and enhance their skills using Adobe Illustrator. Topics include Illustrator's effect and appearance features, expanded text techniques, special effects filters, stylized palettes, transformation tools, and preparation of illustrations for the web. Create impressive illustrations utilizing features such as transparency, text, masking, and shadow-and-glow effects. No artistic background is required. Graded or Pass/No Pass option.

DGA C120   **3 Units (54 lecture hours)**
Introduction to InDesign
Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

This project-based course will introduce the basic tools and techniques to explore the graphic and type capabilities of Adobe InDesign. Learn how to import and edit text; create and manipulate styles, tables, and graphics; and use effects and blend modes to create multi-page documents, such as letterhead, tri-fold brochures, flyers, and booklets for print and the web. No art background required. Graded or Pass/No Pass option.

DGA C121   **3 Units (54 lecture hours)**
Introduction to Adobe Premiere
Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

This project-based course will introduce the basic tools and techniques to explore the capabilities of Adobe Premiere in storytelling using video. Learn how to import and edit video and audio, create, and apply transitions, effects, and animations to create movies that can be exported in various formats. No art background required. Graded or Pass/No Pass option.

DGA C122   **3 Units (54 lecture hours)**
Introduction to After Effects
Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

This project-based course will introduce fundamental techniques used to integrate text, graphics, sound, video, and 2D/CG animation into video projects. Learn the skills used to create compelling digital effects and motion graphics to enhance storytelling and bring a new dimension to the finished video. Graded or Pass/No Pass option.

DGA C131   **3 Units (54 lecture hours)**
Digital Photography Using Photoshop
Advisory: Student must have access to/own digital camera.

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

Use a digital camera with Adobe Photoshop to perform basic image editing techniques to enhance and correct images. Learn basic camera controls, camera support systems, basic lighting techniques, file formats, transfer of files, and saving options. Graded or Pass/No Pass option.

DGA C135   **3 Units (54 lecture hours)**
Digital Media Design Principles
Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

This course prepares students to pursue a career in digital media by introducing principles and elements of visual design, concept development, the creative design process, production, presentation techniques, and storytelling. Topics range from proximity and alignment to contrast, visual hierarchy, value, and balance. Projects are aligned with authentic industry outcomes, resulting in entry-level readiness for professional work or employment. Current industry software will be utilized to produce the required projects. Graded or Pass/No Pass option.
C-ID: DMGR 110 X.

DGA C136   **3 Units (54 lecture hours)**
Digital Media Business Basics
Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

this course provides the student with an opportunity to prepare for the workplace. Topics include creating and reviewing a digital portfolio, online digital presence, and running a digital media business. During the course, students will refine a body of design work and publish their portfolio in both print (optional) and web formats. Students will design and develop a business identity, resume, cover letter, and business cards. Students will also learn business basics for running a freelance business. Graded or Pass/No Pass option.

DGA C140   **3 Units (54 lecture hours)**
Beginning Audio Production
Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

This course covers basic theory and practice in the areas of audio recording and production – emphasizing the recording process, sound and hearing, microphone design and application, digital audio technology, multimedia and sound, signal processing, studio design, and sound integration with current digital technologies. Graded or Pass/No Pass option.

DGA C150A   **3 Units (54 lecture hours)**
Drone Imaging 1
Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

Students will receive instruction in digital imaging, cinematography, colorization and photo editing while participating in hands-on or virtual flight activities to develop, practice, and optimize Unmanned Aircraft System flight and photography skills. Students will learn how to manage and edit photographic imagery captured by drones. High-end photo equipment and drones or drone-simulators will be used. This course is a media management and image editing course for drone operators, which focuses on developing careers in digital media capturing and editing images for a variety of industries across multiple sectors. Some information pertaining to FAA certifications will be discussed; this is not an FAA certification course. Graded or Pass/No Pass option.

DGA C150B   **3 Units (54 lecture hours)**
Drone Imaging 2
Advisory: DGA C150A.

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

Students will receive instruction and participate in hands-on or virtual flight activities to develop, practice, and optimize Unmanned Aircraft System flight to develop skills in advanced aerial photography for use in videography and 3D mapping with drones. High-end photo equipment and drones or drone-simulators will be used. This course is a media management course for drone operators, which focuses on developing careers using drones as tools that capture images for a variety of industries across multiple sectors. This is not a FAA certificate training course, but some information pertaining to the FAA certifications will be discussed. The FAA certification is not part of this course. Graded or Pass/No Pass option.

DGA C166A   **3 Units (54 lecture hours)**
Dreamweaver Basics
Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

To be competitive, website developers need to stay current in the newest web technology tools. Learn to use Dreamweaver to produce visually appealing websites with concise editable code while allowing you to use the most advanced features of this web editor, especially responsive design. Graded or Pass/No Pass option.

DGA C166C   **3 Units (54 lecture hours)**
Adobe Animate
Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

Design interactive animations with cutting-edge drawing tools and publish them to multiple platforms, including Flash/AIR, HTML5 Canvas, WebGL, or even custom platforms. Allow your creative talent to emerge and reach users on virtually any desktop or mobile device. Graded or Pass/No Pass option.

DGA C200   **3 Units (54 lecture hours)**
Digital Design for the Web
Advisory: DGA C166A and C166C and C118A.

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

In this course, students will learn the fundamentals of Web site production and how to design and publish Web sites with an emphasis on the principles of design for web interfaces. Students will design prototypes and learn how user experiences (UX) and user interface (UI) affect Web design. Students will learn basic HTML and CSS for designers necessary to work with developers. Includes creative Web design projects. Graded or Pass/No Pass option.