

DIGITAL ARTS (DART)

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

Introduction To Digital Arts

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU.

This hands-on introductory course covers the fundamentals of scanner usage, digital cameras, and printers as digital design tools. This course also introduces the student to an array of today's popular software used in the Digital Arts environment. Graded or Pass/No Pass option.

DART G103 3 Units (36 lecture hours; 36 lab hours)

Digital 2D Design

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU.

This course is an introduction to the basic visual vocabulary used by visual artists and designers. Using Macintosh computers and software programs such as Illustrator, PhotoShop and Painter, students will explore the use of the computer as a design tool. 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. Graded or Pass/No Pass option.

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

Introduction To Adobe Illustrator

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU.

This course provides an introduction to the computer application Adobe Illustrator, a vector based computer graphic program. This application has become the industry standard in computer 2D graphic projects. The class explores all facets of this computer program using the most recent edition. Graded or Pass/No Pass option.

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

Photoshop, Beginning

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU.

Use Adobe Photoshop for digital compositing, typography, image repair, video and web image construction for business, graphic design, the web and digital media fields. Consideration is given to Photoshop industry terms, legal 'rules' for image usage, digital workflow, the tools and the basic functions of the software. Graded or Pass/No Pass option.

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

Using Photoshop, Intermediate

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU.

Advanced usage of Adobe Photoshop for digital compositing, filter usage, typography and outputting as used in Business and the Web. 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 G170 3 Units (36 lecture hours; 36 lab hours)

Graphic Design Principles

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU.

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 computers in the Macintosh Lab using important computer applications encountered in most job sites. The class introduces process selection, problem solving, client relations, production techniques, and print or multi media connections. Required of all graphic design majors. Graded or Pass/No Pass option.

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

Introduction To Page Layout & Design - Adobe InDesign

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU.

An introduction to electronic page layout and design using today's popular software such as Adobe InDesign. This course includes beginning principles of document design combined with detailed software instruction that will enable the student to master basic principles of topography and publishing. Graded or Pass/No Pass option.

DART G177 3 Units (36 lecture hours; 36 lab hours)

Graphic Design Principles On The Computer

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU.

A studio format class in the new computer lab where students use their acquired graphic techniques and talents to prepare portfolio quality graphic design. Using a variety of software programs, the course combines graphics, illustration, lettering and photography to communicate ideas and concepts clearly and effectively. Graded or Pass/No Pass option.

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

This course provides a basic introduction to designing and preparing images and media for the Web. The student will learn how to make interesting and dynamic-looking Web sites and Web graphics with the popular applications Dreamweaver, Photoshop, and WordPress. The student will learn to identify the audience, determine appropriate content, and assemble a Web site. The class will cover classic principles of design, how the principles apply to Web 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; 36 lab hours)**
Prepress
Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

Preparing documents for output for both commercial printing and online distribution presents its own set challenges. This advanced Publishing & Prepress course is designed to use today's software such as QuarkXpress, or Adobe InDesign to prepare not only a commercially acceptable portfolio, but to prepare the student to output professional quality documents for use in both print media and electronic media, using software with built-in support for both HTML and PDF files. Graded or Pass/No Pass option.

DART G180 **3 Units (36 lecture hours; 36 lab hours)**
Introduction To Web Animation
Advisory: DART G178.

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

Formerly: Introduction To Web Animation Using Flash. A basic introduction into what web designers and multimedia developers need to know. Using Adobe Animate CC (Formally known as Flash CC) to create expressive animation and interactive content. Enabling publication to multiple platforms, including Flash Player and AIR, Apple iOS, Google Android, Windows, and OS X desktop, HTML5 Canvas, WebGL, or even custom platforms like Animated SVG, and reach viewers on virtually any desktop or mobile device. Graded or Pass/No Pass option.

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

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

This course provides students with advanced web site production techniques. Exploration and projects in complex Internet communications using multiple computer applications, such as Adobe Photoshop, Adobe Dreamweaver and Wordpress to produce state of the art commercial web sites and e-commerce shopping carts. Graded or Pass/No Pass option.

DART G222 **3 Units (36 lecture hours; 36 lab hours)**
Digital Imaging
Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

An introduction to digital imaging techniques with an emphasis on commercial subject matter. This course covers basic concepts, processes, and aesthetic interpretation of making digital imagery. It includes an overview of various computer applications using illustrative techniques as well as image and photographic manipulation. Two hours lecture, two hours non-lecture a week. Graded or Pass/No Pass option.

DART G230 **3 Units (36 lecture hours; 36 lab hours)**
3d Computer Modeling
Advisory: DART G103.

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

Using a 3D Modeling program, this course is an introduction to the design and planning of objects and lettering to be built into the wire frame components of computer animation. The student will create the parts that will combine to form such complex forms as wire frame objects, feature characters or title lettering. The objects will then be covered with surface material and rendered as a single frame 3D object for desktop publishing or put into an animated sequence to become a segment in a computer animation project. Graded or Pass/No Pass option.