

Area: Fine & Applied Arts
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Degree: A.A. - Art New Media
 A.A. - Technical Communication
 Certificates: Graphic Design
 Illustration
 3D Animation
 Web Design
 Technical Communications

Art New Media Degree

The Art New Media program emphasizes visual arts produced in a digital environment. While all new media are intimately linked to new technology, it is essential for a designer or artist to have a strong foundation in the fundamentals of visual art. Course work includes a wide spectrum of studies in traditional and new media fundamentals relevant to art and design.

Student Learning Outcomes

Upon completion of this program, the student will be able to:

- analyze design principles relevant to new media technology
- combine various technical skills in the field of art new media
- create visual images utilizing traditional and/or digital media
- synthesize concepts of modern art history and apply them to illustration, animation, graphic design and web design
- conceive visual solutions for successful visual communication
- critique new media works

Requirements for Degree 40.5 Units

ART 300	Elementary Drawing and Composition	3
ART 320	Design: Fundamentals (3)	3
or ARTNM 310	Design: Fundamentals (3)	
ART 323	Design: Color Theory	3
ARTH 310	Modern Art	3
ARTNM 302	Digital Basics for Art New Media	1.5
ARTNM 305	History of Graphic Design	3
And a minimum of 24 units from the following:		24
ART 306	Facial Expression and Anatomy (3)	
or ARTNM 320	Facial Expression and Anatomy (3)	
ARTNM 303	Graphic Design: Typography (3)	
ARTNM 324	Digital Design (3)	
ARTNM 325	Intermediate Digital Design (3)	
ARTNM 326	Digital Painting (3)	
ARTNM 328	Digital Photo Imagery - PhotoShop Basics (3)	
ARTNM 330	Intermediate Digital Photo Imagery (3)	
ARTNM 332	Digital Video (3)	
ARTNM 352	Design for Publication (3)	
ARTNM 354	Digital Prepress (3)	
ARTNM 356	Advanced Projects in Graphic Design (3)	
ARTNM 358	College Magazine: Art Selection and Editing (1)	
ARTNM 359	College Magazine: Design and Production (3)	
ARTNM 370	Introduction to Illustration (3)	
or ART 314	Introduction to Illustration (3)	
ARTNM 401	Introduction to Web Development and Design (3)	
or CISW 307	Introduction to Web Development and Design (3)	
ARTNM 402	Intermediate Web Design (3)	
ARTNM 404	Interactive Multimedia Basics (3)	
ARTNM 405	Digital 2D Animation (3)	
ARTNM 410	Interactive Multimedia Projects (4)	
ARTNM 420	Introduction to Digital 3D Modeling (3)	
ARTNM 421	3D Character Modeling and Rigging (3)	
ARTNM 422	3D Character Animation (3)	
ARTNM 423	Special Effects and Texturing in 3D Animation (3)	
ARTNM 425	Short Film in 3D Animation (3)	
ARTNM 450	Portfolio for Art New Media (3)	

ARTNM 496 Teaching Assistant in Art New Media (1-3)
 CISW 300 Web Publishing (3)
 WEXP 498 Work Experience in (Subject) (1 - 4)

Associate Degree Requirements: The Art New Media Associate in Arts (A.A.) Degree may be obtained by completion of the required program, plus general education requirements, plus sufficient electives to meet a 60-unit total. See ARC graduation requirements.

Graphic Design Certificate

The Graphic Design certificate offers a curriculum utilizing software applications, industry-standard hardware as well as developing the typographic/fundamental and technical skills necessary for today's workplace. This certificate focuses on visual communication through layout design, typography, and the dynamic relationship between image and type; it meets current marketplace demands by incorporating print/non-print media and the effect new technologies have on a changing communications field. Students are encouraged to continue their studies in graphic design at a four year college, or encouraged to choose an entry level position in the graphic design industry.

Student Learning Outcomes

Upon completion of this program, the student will be able to:

- analyze and formulate visual communication ideas using graphic design principles and standards
- justify the historical role of typography as a communication device and know how the graphic design field fits into today's multimedia environment
- create and assemble two-dimensional media projects taking into account form, composition, color and heirarchy of information
- manage and use technological tools used by the graphic design industry, being able to use the right tool for the right job
- evaluate problems generated by clients and execute visual responses through research, thumbnails, roughs, design development and presentation

Requirements for Certificate 38.5-41.5 Units

ART 323	Design: Color Theory	3
ARTNM 302	Digital Basics for Art New Media	1.5
ARTNM 303	Graphic Design: Typography	3
ARTNM 305	History of Graphic Design	3
ARTNM 310	Design: Fundamentals (3)	3
or ART 320	Design: Fundamentals (3)	
ARTNM 324	Digital Design	3
ARTNM 325	Intermediate Digital Design	3
ARTNM 328	Digital Photo Imagery - PhotoShop Basics	3
ARTNM 330	Intermediate Digital Photo Imagery	3
ARTNM 352	Design for Publication	3
ARTNM 354	Digital Prepress	3
ARTNM 356	Advanced Projects In Graphic Design	3
ARTNM 450	Portfolio for Art New Media	3
WEXP 498	Work Experience in (Subject)	1 - 4

Illustration Certificate

The Illustration certificate combines a strong foundation of traditional fine arts courses and courses using digital media. Illustration skills are used in animation and concept and character development as well as the traditional areas of editorial, advertising, technical and book illustration. This certificate focuses on drawing and painting skills in both the traditional and digital environments. Students are encouraged to continue their studies in illustration at a four year college, or encouraged to choose an entry level position in the illustration industry.

Student Learning Outcomes

Upon completion of this program, the student will be able to:

- create drawn and painted objects and the human figure from direct observation
- analyze the principles of color theory
- assess the most effective color harmony to enhance the viewer's understanding of the content of an illustration or animation
- synthesize concepts of modern art history and apply them to illustrations and animation effectively communicate within contemporary culture
- create images utilizing traditional and/or digital media
- conceive visual solutions for a client within a defined timeframe

Requirements for Certificate	37.5 Units
ART 300	Elementary Drawing and Composition3
ART 304	Figure Drawing and Composition3
ART 323	Design: Color Theory3
ART 327	Painting (3)3
or ART 336	Watercolor Painting (3)3
ARTH 310	Modern Art3
ARTNM 302	Digital Basics for Art New Media1.5
ARTNM 310	Design: Fundamentals (3)3
or ART 320	Design: Fundamentals (3)3
ARTNM 324	Digital Design3
ARTNM 326	Digital Painting3
ARTNM 370	Introduction to Illustration (3)3
or ART 314	Introduction to Illustration (3)3
ARTNM 404	Interactive Multimedia Basics3
ARTNM 405	Digital 2D Animation3
ARTNM 450	Portfolio for Art New Media3

3D Animation Certificate

The 3D Animation certificate combines a strong foundation of traditional fine arts courses and courses using digital media. 3D animation skills are used in the film, game, broadcast, and web industries. This certificate focuses on drawing, sculptural, and photographic skills in the traditional and digital environments. Students are encouraged to continue their studies in 3D animation at a four-year college or to choose an entry level position in the 3D animation industry.

Student Learning Outcomes

Upon completion of this program, the student will be able to:

- Create digital models from direct observation
- Analyze traditional sculpture and photography techniques
- Analyze the principles of animation
- Assess the most effective harmony of space and form to enhance the viewer's understanding of the content of a 3D digital stage or animation
- Synthesize concepts of modern art history and apply them to 3D short films
- Synthesize contemporary 3D animation techniques

Requirements for Certificate 40.5-43.5 Units

ART 300	Elementary Drawing and Composition3
ART 304	Figure Drawing and Composition3
ART 375	Figure Sculpture3
ART 420	Film Making2
ARTNM 302	Digital Basics for Art New Media1.5
ARTNM 320	Facial Expression and Anatomy (3)3
or ART 306	Facial Expression and Anatomy (3)3
ARTNM 326	Digital Painting3
ARTNM 328	Digital Photo Imagery - PhotoShop Basics3
ARTNM 420	Introduction to Digital 3D Modeling3
ARTNM 421	3D Character Modeling and Rigging3
ARTNM 422	3D Character Animation3
ARTNM 423	Special Effects and Texturing in 3D Animation3
ARTNM 425	Short Film in 3D Animation3
ARTNM 450	Portfolio for Art New Media3
WEXP 498	Work Experience in (Subject)..... 1 - 4

Web Design Certificate

The Web Design certificate incorporates graphic design, multimedia, and web technology through the fundamentals of design and industry standard software applications. This certificate focuses on the visual aspect of web design. Web design skills are used in business, government, educational institutions, and the entertainment industry. Students are encouraged to continue their studies in interactive design at a four year college, or encouraged to choose an entry level position in the web design industry.

Student Learning Outcomes

Upon completion of this program, the student will be able to:

- assemble complex static and dynamic web pages/web sites using current technology
- design complex static and dynamic web pages/web sites using visual design concepts
- evaluate content needs for target audience
- assess the most effective navigation flow
- create digital layout utilizing traditional and/or digital methods
- conceive visual solutions for a client within a defined timeframe

Requirements for Certificate 42.5-45.5 Units

ARTNM 302	Digital Basics for Art New Media1.5
ARTNM 310	Design: Fundamentals (3)3
or ART 320	Design: Fundamentals (3)3
ARTNM 324	Digital Design3
ARTNM 325	Intermediate Digital Design3
ARTNM 328	Digital Photo Imagery - PhotoShop Basics3
ARTNM 330	Intermediate Digital Photo Imagery3
ARTNM 332	Digital Video3
ARTNM 352	Design for Publication3
ARTNM 401	Introduction to Web Development and Design (3)3
or CISW 307	Introduction to Web Development and Design (3)3
ARTNM 402	Intermediate Web Design3
ARTNM 404	Interactive Multimedia Basics (3)3
or CISW 365	Interactive Multimedia Basics (3)3
ARTNM 410	Interactive Multimedia Projects (4)4
or CISW 471	Interactive Multimedia Projects (4)4
ARTNM 450	Portfolio for Art New Media3
CISW 300	Web Publishing3
WEXP 498	Work Experience in (Subject)..... 1 - 4

Technical Communication Degree

The Technical Communications degree program is an interdisciplinary course of study designed to prepare students for employment as professional writers and communicators in a variety of media intended to instruct and inform audiences. The degree program includes substantial course work in writing, information design, editing, page design, online help development, web site creation, and the use of industry standard applications.

Career Opportunities

Technical communicators may be employed in a variety of occupations in government, scientific firms, nonprofits, natural resources, finance, education, and high tech.

Student Learning Outcomes

Upon completion of this program, the student will be able to:

- analyze audience information needs and propose solutions to aid the audience.
- design technical communication solutions for a variety of industry and government purposes.
- design and create web sites and help systems with effective visual design, navigation, and written content.
- design and publish printed pages with effective design, organization, content, and indexing.
- compose professional prose for a variety of audiences with a variety of purposes.
- compose and edit professional documents in grammatically correct, concise English.
- create and use style templates in a variety of industry standard software.

Requirements for Degree 32 Units

CISA 305	Beginning Word Processing	2
CISW 300	Web Publishing	3
ENGWR 342	Introduction to Technical/Professional Communication ...	3
ENGWR 344	Technical/Professional Communication: Writing Reports ...	1.5
ENGWR 348	Technical/Professional Communication: Plain English	1.5
ENGWR 350	Technical/Professional Communication: Proposal Writing	1.5
ENGWR 352	Technical/Professional Communication: Writing Technical Manuals	3
ENGWR 353	Technical/Professional Communication: Developing Help Systems	1.5
JOUR 300	Newswriting and Reporting.....	3
And a minimum of 12 units from the following:		
ARTNM 328	Digital Photo Imagery - PhotoShop Basics (3)	
ARTNM 330	Intermediate Digital Photo Imagery (3)	
ARTNM 352	Design for Publication (3)	
or CISA 330	Desktop Publishing (2)	
and CISA 331	Intermediate Desktop Publishing (2)	
ARTNM 401	Introduction to Web Development and Design (3)	
or CISW 307	Introduction to Web Development and Design (3)	
ARTNM 402	Intermediate Web Design (3)	
ARTNM 404	Interactive Multimedia Basics (3)	
CISW 310	Advanced Web Publishing (4)	

Associate Degree Requirements: The Technical Communications Associate in Arts (A.A.) Degree may be obtained by completion of the required program, plus general education requirements, plus sufficient electives to meet a 60-unit total. See ARC graduation requirements.

Technical Communication Certificate

Description: The Technical Communications certificate offers an interdisciplinary program of courses in writing, Art/New Media, and Computer Information Systems to prepare students for a variety of technical writing and professional communication careers. The certificate includes the theory, writing skills, design background, and computer applications knowledge needed for jobs in technical communication.

Career Opportunities

Technical communicators find employment in medical, scientific, high tech, business, university, and government settings. They may write white papers, tutorials, reference and procedure manuals, help systems, user assistance video scripts, grants and proposals, and more.

Student Learning Outcomes

Upon completion of this program, the student will be able to:

- analyze audience information needs.
- compose concise, clearly written professional documents organized with the audiences' needs in mind.
- design printed pages and online screens that communicate organizations' values, enhance readability, and are easy to use.
- demonstrate basic skills in the use of key word processing, page design, help development, and web design applications.
- evaluate organizations' communication goals with technical writing ethics in mind.

Requirements for Certificate 21.5-22.5 Units

ARTNM 352	Design for Publication (3)	3-4
or CISA 330	Desktop Publishing (2)	
and CISA 331	Intermediate Desktop Publishing (2)	
CISA 305	Beginning Word Processing	2
CISW 300	Web Publishing	3
ENGWR 342	Introduction to Technical/Professional Communication	3
ENGWR 352	Technical/Professional Communication: Writing Technical Manuals	3
ENGWR 353	Technical/Professional Communication: Developing Help Systems	1.5
And a minimum of 6 units from the following:		
ARTNM 328	Digital Photo Imagery - PhotoShop Basics (3)	
ARTNM 330	Intermediate Digital Photo Imagery (3)	
ARTNM 401	Introduction to Web Development and Design (3)	
ARTNM 402	Intermediate Web Design (3)	
ARTNM 404	Interactive Multimedia Basics (3)	
CISW 307	Introduction to Web Development and Design (3)	
CISW 310	Advanced Web Publishing (4)	

ARTNM 302 Digital Basics for Art New Media 1.5 Units

Course Transferable to CSU

Hours: 18 hours LEC; 27 hours LAB

This course is an introduction to the digital environment for Art New Media. Topics of MAC OS, digital vocabulary, scanning, saving and file formats will be included. Distinctions between vector, bit-map, and page layout applications will be made using Adobe Illustrator, Adobe Photoshop, and Adobe InDesign.

ARTNM 303 Graphic Design: Typography 3 Units

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

Graphic design is the art of visual communication and this course introduces the tools and concepts of visual thinking, with an emphasis on the potential of typography as an effective communications tool.

Historical overviews, portfolio development and client presentation paired with the terminology and visual language of design are applied through the creation and evaluation of individual projects.

ARTNM 305 History of Graphic Design 3 Units

General Education: AA/AS Area I; CSU Area C1

Course Transferable to CSU

Hours: 54 hours LEC

This course covers the history of visual communications as developed by ancient cultures through the present with an emphasis on commercial design, illustration, typographic development and technological invention. It includes modern graphic design movements of the 20th century through the expansive media innovations of today. An analysis of design from a wide range of sources and cultures is a primary focus.

ARTNM 310 Design: Fundamentals 3 Units

Same As: ART 320

Advisory: ENGWR 102 or 103, and ENGRD 116; OR ESLR 320 and ESLW 320; OR placement through assessment process.

General Education: AA/AS Area I; CSU Area C1

Course Transferable to UC/CSU

Hours: 36 hours LEC; 54 hours LAB

This course focuses on the fundamentals of design, establishing a foundation for intermediate and advanced art courses as well as developing a visual and verbal vocabulary essential to understanding and appreciating art and design esthetics. Design principles are applied through a series of studio projects that are derived from the study of both historical schools of art as well as contemporary theory. The elements of line, shape, form, spatial relationships, value and color are analyzed in concert with their use by artists throughout history. Projects utilize a wide range of tools, media, and presentation techniques. This course is not open to students who have completed ART 320.

ARTNM 320 Facial Expression and Anatomy 3 Units

Same As: ART 306

Advisory: ART 304

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course covers human facial expression and anatomy using live models, anatomical references and imagination. Issues of expression as it relates to skeletal and muscular anatomy will be addressed through a series of 2D and 3D projects. Not open to students who have taken ART 306.

ARTNM 324 Digital Design 3 Units

Advisory: ENGWR 102 or 103, and ENGRD 116 with a grade of "C" or better; OR ESLR 320 and ESLW 320 with a grade of "C" or better; OR placement through assessment process; and ART 300 or 320 and ARTNM 302

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course is an introduction to fundamental design principles using the basic tools of Adobe Illustrator. Design skills and the tools of the software application are applied to produce individual portfolio quality projects. This course may be taken four times on different versions.

ARTNM 325 Intermediate Digital Design 3 Units

Prerequisite: ARTNM 324 with a grade of "C" or better.

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course is a continuation of ARTNM 324. It defines the elements of graphic design, such as typography, gestalt, dominance, hierarchy, balance, and color. These issues are applied to the typographic tools and imaging capabilities of Adobe Illustrator. Concepts emphasize typographic design and the relationship between type and image.

ARTNM 326 Digital Painting 3 Units

Advisory: ARTNM 302, ART 300.

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course introduces the basic operating principles of Corel Painter to create and manipulate images. The fundamental skills of drawing and painting will be applied to individual portfolio quality projects. This course may be taken four times on different platforms.

ARTNM 328 Digital Photo Imagery - PhotoShop Basics 3 Units

Advisory: ART 320; CISC 300 (Macintosh); ENGWR 102 or 103, and ENGRD 116 with a grade of "C" or better; OR ESLR 320 and ESLW 320 with a grade of "C" or better; OR placement through assessment process.

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course is an introduction to computer-based photographic imaging using the basic operating principles of Adobe PhotoShop. Topics include color field variation, retouching, and the integration of graphics and photographs. The tools of the software application are applied to produce individual portfolio quality projects. This course may be taken four times for credit on a different version.

ARTNM 330 Intermediate Digital Photo Imagery 3 Units

Prerequisite: ARTNM 328 with a grade of "C" or better; or placement through the assessment process.

Course Transferable to UC/CSU

Hours: 36 hours LEC; 54 hours LAB

This course addresses the intermediate techniques of digital photo imagery. Topics include the terminology of digital photo imaging, intermediate masking, channel and curve techniques, photomontage history and techniques, intermediate black and white techniques, issues surrounding dynamic range, color correction, features of the Action and History palettes, exploration of Layer Blending Modes, printing and/or transferring images onto various different media, working with large format images and commercial printers. This course may be taken four times for credit on a different software package or version.

ARTNM 331 Media Studio I: Pigment-Based Media 3 Units

Same As: ART 339

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course combines the materials and techniques used in both new media technology and traditional art practices and explores a wide variety of ideas, tools, and resources associated with pigment-based media. Topics include history, theory, and practice surrounding digital and traditional image generation, as well as image manipulation, image transfer, and material exploration. The course emphasizes developing unique forms of portfolio quality projects demonstrating new approaches and methods of integrating digital media with traditional media forms. ARTNM 331 and/or ART 339 may be taken a total of 4 times for credit using different techniques.

ARTNM 332 Digital Video 3 Units

Advisory: ARTNM 302 and 328.

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course applies the principles of cinematography to the production of digital video. Software applications such as Adobe Premiere and Adobe After Effects will be employed to capture/import, edit and produce high-end visual productions. The course includes transitions, multiple layers, alpha channels and composite blue screen segments. Evaluation of multimedia projects containing video segments in terms of design esthetics and technical and technical competence will also be included. This course may be taken four times on a different software package or version.

ARTNM 352 Design for Publication 3 Units*Advisory: ART 320 and ARTNM 302**Course Transferable to CSU**Hours: 36 hours LEC; 54 hours LAB*

This course introduces the basic operating principles of digital page layout software using Adobe InDesign. Principles of typography and the development of the printed page are applied to individual portfolio quality projects. Areas of focus include book, magazine and newspaper design, as well as publications such as newsletters, journals and catalogs. An overview of promotionals such as fliers, posters and brochures is also included. This course may be taken four times on different software versions.

ARTNM 354 Digital Prepress 3 Units*Advisory: ARTNM 350 and CISC 300 (Macintosh).**Course Transferable to CSU**Hours: 36 hours LEC; 54 hours LAB*

This course introduces digital prepress for graphic design. Areas of focus will include desktop production for one-color and multi-color printing as well as the language necessary to properly communicate with service bureaus and commercial printers. Field trips are required.

ARTNM 356 Advanced Projects in Graphic Design 3 Units*Advisory: ARTNM 324, 328, and 352.**Course Transferable to CSU**Hours: 36 hours LEC; 54 hours LAB*

This course covers project development and multiple software applications. Emphasis will be placed on project analysis, research, production, and presentation. Projects will be produced through the integration of major graphics applications in page layout, vector based graphics and digital imaging. A portfolio of professional level projects will be developed and presented.

ARTNM 358 College Magazine: Art Selection and Editing 1-2 Units*Advisory: ARTH 300 and ARTNM 302**Course Transferable to CSU**Hours: 12-24 hours LEC; 16-36 hours LAB*

This course introduces production techniques and evaluation criteria for art submissions for a college level magazine. Techniques for print quality photography of art are demonstrated. Criteria for the selection of artwork are defined and applied to the editing process. Art works such as drawing, painting, photography, sculpture, jewelry, ceramics and digital media are selected and digitized for production. These images are used as visual content for the American River Review. This course may be taken two times for credit.

ARTNM 359 College Magazine: Design and Production 3 Units*Advisory: ARTNM 302, 324, 328, 352, or 354.**Course Transferable to CSU**Hours: 36 hours LEC; 54 hours LAB*

This course is for the design and production of the American River Review. It incorporates creative writing from the English program and visual art from Fine Arts and Art New Media as the content for the college magazine, American River Review. Practical experience with layout is offered, establishing an esthetic relationship between the literary content and the visual image. Print production issues are addressed through the digital preparation of the magazine for print distribution. This course may be taken twice for credit.

ARTNM 370 Introduction to Illustration 3 Units*Same As: ART 314**Prerequisite: ART 300 with a grade of "C" or better**Course Transferable to CSU**Hours: 36 hours LEC; 54 hours LAB*

This course will survey the history of the art of illustration. The course defines areas of specialization and the illustrator's role in visual communication. This course will evaluate the appropriate use of materials, tools and methods. Illustration will be analyzed as a method of visual problem solving through a series of projects with varied applications. Not open to students who have taken ART 314.

ARTNM 372 Character Design 3 Units*Same As: ART 317**Prerequisite: ART 302 with a grade of "C" or better**Advisory: ART 304 and ARTNM 302**Course Transferable to CSU**Hours: 36 hours LEC; 54 hours LAB*

This course introduces the visual development of characters including anatomical structure, environment, social and psychological concerns, and costume. Both digital and traditional media are applied. This course covers the graphical development of characters for animation, games, comics, graphic novels, children's books, and illustrated novels. ARTNM 372 and/or ART 317 may be taken two times for credit covering different characters.

ARTNM 400 Imaging For The Web 1 Unit*Same As: CISW 350**Advisory: CISC 306 or CISW 300**Course Transferable to CSU**Hours: 18 hours LEC; 18 hours LAB*

This course takes an in-depth look at designing graphics for the Web. Industry standard graphic software is used to create original graphics as well as to manipulate found imagery. Topics include developing graphic elements for a Web site using a visual theme, creating buttons and intuitive navigational elements, making background textures and images, understanding Web file formats, scanning, presenting to a client, and simple animation. May be taken twice for credit on a different platform or graphics software package.

ARTNM 401 Introduction to Web Development and Design 3 Units*Same As: CISW 307**Course Transferable to CSU**Hours: 36 hours LEC; 54 hours LAB*

This course covers the strategies for the development and design of web sites. Using an industry standard web authoring tool, the course integrates both artistic and technical concepts. Topics include assembling, designing and publishing web pages using strategies, principles and processes universally practiced by the professionals in this field. This course, in combination with CISW 307, may be taken four times for credit on a different software package or version.

ARTNM 402 Intermediate Web Design 3 Units*Prerequisite: ARTNM 328, ARTNM 401, or CISW 307 with a grade of "C" or better; or placement through the assessment process.**Advisory: ARTNM 330 and CISW 300**Course Transferable to CSU**Hours: 36 hours LEC; 54 hours LAB*

This course covers production and intermediate design processes for the web with an emphasis on visual design. Various industry standard software applications are employed to create original graphics, control layout and type, process images, and publish professional web pages and/or sites. Topics include an in-depth discussion on the processes and the strategies of combining text, images, animation, video and audio elements to create compelling visual experiences for web users. This course may be taken four times on a different software package or version.

ARTNM 404 Interactive Multimedia Basics 3 Units

Same As: CISW 365

Advisory: ARTNM 324, ARTNM 402, CISW 300, or CISW 310

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course demonstrates how to create simple vector-based graphics, animation, buttons, movies and raster files in a web environment.

Topics include drawing tools, time-line effects, sound and video integration and basic interactivity. ARTNM 404 and/or CISW 365 may be taken a total of 4 times on different platforms or software versions.

ARTNM 405 Digital 2D Animation 3 Units

Advisory: ART 300 and ARTNM 302.

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

The course studies techniques in 2D animation and 2D character animation incorporating sound and effects, using industry standard software. Animation topics include 2D animation structure and concepts on the development of a story and storyboard, the use of the timeline and stage, the development of content, imagery and graphics, frame by frame animation (cell animation), rotoscope, digital tweening, camera moves, camera angles, cuts and transitions. Character animation techniques include movement and walk cycles, facial expressions and lip-sync. Projects can be published on the Web, CD-Rom, and video. The course may be taken four times for credit on a different software version.

ARTNM 410 Interactive Multimedia Projects 4 Units

Same As: CISW 471

Prerequisite: ARTNM 402, ARTNM 404, CISW 300, CISW 310, or CISW 365 with a grade of "C" or better

Advisory: ARTNM 328, CISW 410, and CISW 420

Course Transferable to CSU

Hours: 54 hours LEC; 54 hours LAB

This course focuses on interactive multimedia project development. Emphasis is placed on the project development cycle including design specification, research, production, modification, and presentation. Projects assigned are multifaceted, approaching the complexity that individuals would be expected to encounter in the interactive multimedia development industry. This course is not open to students who have completed CISW 471.

ARTNM 420 Introduction to Digital 3-D Modeling 3 Units

Advisory: ART 300, 320, 370, or 411.

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course introduces computer 3D modeling and rendering, using industry standard software. Areas of focus include the modeling of 3D objects, camera use, and lighting techniques. The tools of the software application are applied to produce images for use in fine art, design, broadcast, film, and the Web. This course may be taken four times for credit on different software versions.

ARTNM 421 3D Character Modeling and Rigging 3 Units

Prerequisite: ARTNM 420 with a grade of "C" or better.

Advisory: ART 375.

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course is a continuation of ARTNM 420. Human character modeling techniques are analyzed and applied. Techniques for creating animation controls, commonly known as rigging, are applied to create a digital marionette. Full body and facial character animation controls are examined. Industry issues, such as the topology flow of human anatomy and rig interfacing for animators, are developed. This course may be taken four times for credit on different software packages or versions.

ARTNM 422 3D Character Animation 3 Units

Prerequisite: ARTNM 420 with a grade of "C" or better.

Advisory: ART 375; DANCE 330.

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course provides complex character animation techniques using industry standard software. Characters walk, breathe and act within a developed context. This course may be taken four times for credit on different software packages or versions.

ARTNM 423 Special Effects and Texturing in 3D Animation 3 Units

Prerequisite: ARTNM 420 with a grade of "C" or better.

Advisory: ART 411 or 419; ARTNM 326.

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course provides complex texturing techniques and special effects using industry standard software. Scenes are created using texture mapping and shader trees, and atmospheres created using particles and volumetrics. Animation topics such as explosions and the breaking of objects are included. This class may be taken four times for credit on different software packages or versions.

ARTNM 425 Short Film in 3D Animation 3 Units

Advisory: ARTNM 420 or TA 310.

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course introduces 3D computer animated story telling using the short film genre. The 3D animation production pipeline is examined and used in the creation process. Short films are created in a team format. The short films are prepared for a portfolio DVD quality presentation.

ARTNM 450 Portfolio for Art New Media 3 Units

Prerequisite: Completion of 9 units from one Art New Media Certificate with a grade of "C" or better.

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course provides the fundamentals of designing and assembling an Art New Media portfolio of art and/or graphic works. Topics include techniques for presenting and photo-documenting the work and developing a resume.