

DIGITAL MEDIA COMMUNICATIONS (DMC)

DMC-100 Introduction to Media Arts 3 credits, Fall

Presents an overview of career opportunities in the media industry. Introduces basic principles common to success in the media industry, common media industry entrance strategies, health and safety best practices and the history of the industry from film to online media. In addition, this course will cover basic theories behind what shapes and drives the media industry.

DMC-104 Digital Video Editing 4 credits, Fall/Winter/Spring

Students will utilize video editing skills. These skills will include logging and capturing raw video, assembly of shots on a time line, and the use of effects in the creation of a final video sequence. Along with text generation, audio balancing, audio sweetening and video compositing, this course will offer students an in-depth overview of the video editing process. Course will explore the history of film editing and the theory behind various forms of film and video editing. Lab component included. Recommended: WRD-090 or placement in WR-121

DMC-106 Animation & Motion Graphics I 3 credits, Fall/Winter

Introduction to the fundamentals of animation and motion graphics design. This project-based course will explore experimental and new technological approaches to creating digital effects and animation for video and web-based applications. Students will learn the basics of industry standard 3D and compositing software to create successful VFX, 3D Animation, and Motion Graphics projects. Recommended: ART-225, ART-226, DMC-104, and DMC-221

DMC-107 Animation & Motion Graphics II 3 credits, Spring

This project-based course will explore intermediate aspects of experimental and new technological approaches to creating digital effects and animation for video and web-based applications. Students will learn intermediate features of Adobe After Effects to create successful motion graphics projects.

Prerequisites: DMC-106

Recommended: ART-225, ART-226, DMC-104, and DMC-221. Previous experience with computer graphics and digital video

DMC-108 Animation & Motion Graphics III 3 credits, Spring

Continuation of the process of animation and motion graphics design. This project-based course explores advanced aspects of experimental and new technological approaches to creating digital effects and animation for video and web-based applications. The course presents advanced aspects of industry standard 3D and compositing software to create successful VFX, 3D Animation, and Motion Graphics projects.

Prerequisites: DMC-107

DMC-109 Introduction to Stop Motion Animation 3 credits, Not Offered Every Term

Introduces basic stop motion animation tools, materials, techniques and elements of storyboarding, scripting, narrative development, compositing, special effects and audio integration into a final group film. Assignments include character development, rigging, set creation, photography, video compositing, and audio recording and synching. Uses digital cameras and industry-standard stop motion software.

Recommended: DMC-106 and ART-225

DMC-131 Interactive Design for Games

3 credits, Not Offered Every Term

This course introduces many of the skills and processes used to create games and other interactive media for the web. Students will create webpages featuring media including sound, animation and 3D graphics. Students will design and program interactivity using JavaScript, the native programming language of web browsers. Students will gain a solid foundation in interactive design and programming.

Recommended: DMC-106 or Student Petition

DMC-132 Video Game 3D Modeling

3 credits, Not Offered Every Term

This course is intended for students interested in pursuing a career in 3D modeling and/or 3D Video Game Art Production. Upon completion of the course, students will have a working knowledge of tools and navigation in industry-standard 3D modeling software along with techniques and pipeline familiarity in video game art production. Students will also learn the importance of deadlines, file management and organization.

Recommended: DMC-104 or DMC-106 or DMC-107

DMC-133 Introduction to Game Engines and Platforms (Beginning)

3 credits, Not Offered Every Term

This course provides students with an overview and practical introduction to creating games and other interactive experiences, such as simulations, educational content and even artistic media. Topics covered include: the game creation process, developing a critical understanding of games, basic programming skills, creating digital game assets, and interactive platforms such as WebGL and Unity3D.

Recommended: DMC-106

DMC-147 Music, Sound & Moviemaking

1 credits, Fall/Winter/Spring

Presents the basic components of designing, shooting, recording audio, and post production of movies as well as the history and theory that has led to contemporary film production.

DMC-205 Directing for Film & Video

3 credits, Winter

This course provides students interested in filmmaking the opportunity to develop the skills needed to successfully direct films and performances specifically for the screen.

Recommended: DMC-104, DMC-264, and WR-121

DMC-221 Introduction to 2D Animation: Design & Techniques

3 credits, Winter/Spring

Introduces the principles of 2D digital animation using the latest industry standard software. The course will emphasize design and physical principles, analytical skills, and creativity. Students will learn the fundamental principles of animation, character and environment design, FX animation, and basic narrative development, in order to create successful animated projects.

Recommended: CS-198 or ART-225 or equivalent experience

DMC-222 Advanced 2D Animation: Design & Techniques

3 credits, Spring

Covers advanced principles of 2D animation using the latest industry standard software. The course will emphasize professional workflow and techniques of animation production for multimedia platforms. This includes visual development and pre-production, advanced character design and physics, advanced environment design, FX animation and post-production, portfolio presentation, and industry expectations.

Prerequisites: DMC-221 or Student Petition

DMC-230 Documentary Film Production

4 credits, Winter

Introduction to the concepts, fundamentals and production of documentary film making. This lecture/lab course will explore traditions and new technological approaches to creating digital documentary films. Recommended: DMC-104 and ENG-194. Previous experience with film studies and digital video

DMC-233 Game Engines and Platforms (Intermediate)

3 credits, Not Offered Every Term

This course provides students who have completed DMC-133 with an opportunity to expand and enhance their skills in creating games and interactivity, while exploring more advanced and complex projects. Topics covered include: designing and developing 3D games and interactivity, designing for touch and mobile interfaces, and professional practice. Students will complete projects that involve designing and developing a complete original 3D game prototype, both independently and as part of a team.

Prerequisites: DMC-133

DMC-242 Field Recording for Media

1 credits, Spring

This course offers students interested in recording and sweetening audio for film an opportunity to work with student film crews during the shooting and editing process.

DMC-247 Sound for Media

3 credits, Fall/Spring

Introduction to sound as related to film making, animation, and video games. Students will have the opportunity to create and assemble sound for media into a finished product. Explores the basic components of commercial film/video, animation, and game production as they relate to sound.

Recommended: Experience using a DAW (Digital Audio Workstation) or video editing software

DMC-264 Digital Filmmaking

4 credits, Fall

Explores the process of translating a written script into a digital film via pre-production, lighting, shooting, and post-video production.

Recommended: WRD-090 or placement in WRD-098, WRD-098 or placement in WR-121, or Student Petition

DMC-265 Advanced Digital Filmmaking

4 credits, Spring

This course emphasizes advanced filmmaking skills. Students will produce short films from written scripts.

Prerequisites: DMC-104 or Student Petition

Recommended: WRD-090 or placement in WRD-098, WRD-098 or placement in WR-121

DMC-280 Digital Media Communications/CWE

3-6 credits, Fall/Winter/Spring/Summer

Cooperative work experience. Provides students with on-the-job work experience in the field of media studies. Variable Credit: 3-6 credits.

Required: Student Petition.

Corequisites: CWE-281

DMC-291 Digital Media Communications Portfolio Project I

3 credits, Winter

This course is an individual portfolio project class for Digital Media Communications (DMC) students. Students create an original finished work representative of one of the focus areas included in the DMC program. Students will develop a professional online portfolio (website) that represents their skills in their chosen DMC focus area in preparation for internships and employment. The process of portfolio production at this level includes planning for, refining and completing a project, presentation of the completed work, and project assessment.

Prerequisites: DMC-100 and DMC-104

Recommended: Two courses from a DMC Focus Area

DMC-292 Digital Media Communications Portfolio Project II

3 credits, Spring

This course is a group-focused portfolio project class for Digital Media Communications (DMC) students. The purpose of this course is to provide students the opportunity to combine their skills, knowledge, and special interests in development of a collaboratively planned and produced original work representative of more than one of the focus areas in the DMC program. The process of portfolio production at this level includes working with peers in designing, planning, refining and completing a group project. Students will also further develop their professional online portfolio (website) to represent their skills in their DMC focus area in preparation for internships and employment.

Prerequisites: DMC-291