Art New Media Degree
Major Code: 011026A01
This degree emphasizes visual arts produced in a digital environment. Art New Media focuses on new technology and a strong foundation in the fundamentals of visual art. Coursework 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

Career Opportunities
Career opportunities include Graphic Designer, Character Designer, 3D Animator, Web Designer, 3D Modeler and Texture Artist, 3D Artist, Commercial Illustrator, and Print Designer.

Requirements for Degree  33 Units

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Units</th>
</tr>
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<tbody>
<tr>
<td>ART 300</td>
<td>Drawing and Composition I</td>
<td>3</td>
</tr>
<tr>
<td>ART 320</td>
<td>Design: Fundamentals</td>
<td>3</td>
</tr>
<tr>
<td>ART 323</td>
<td>Design: Color Theory</td>
<td>3</td>
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<tr>
<td>ART 310</td>
<td>Modern Art</td>
<td>3</td>
</tr>
<tr>
<td>ARTNM 305</td>
<td>History of Graphic Design</td>
<td>3</td>
</tr>
<tr>
<td>ARTNM 450</td>
<td>Portfolio for Art New Media</td>
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And a minimum of 15 units from the following:

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<tbody>
<tr>
<td>ARTNM 302</td>
<td>Digital Basics for Art New Media (1.5)</td>
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<tr>
<td>ARTNM 303</td>
<td>Graphic Design: Typography</td>
<td>3</td>
</tr>
<tr>
<td>ARTNM 320</td>
<td>Facial Expression and Anatomy (3)</td>
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<tr>
<td>or ART 306</td>
<td>Facial Expression and Anatomy (3)</td>
<td></td>
</tr>
<tr>
<td>ARTNM 322</td>
<td>Beginning Digital Art (3)</td>
<td></td>
</tr>
<tr>
<td>ARTNM 324</td>
<td>Digital Design (3)</td>
<td></td>
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<tr>
<td>ARTNM 325</td>
<td>Intermediate Digital Design (3)</td>
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<tr>
<td>ARTNM 326</td>
<td>Digital Painting (3)</td>
<td></td>
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<td>ARTNM 328</td>
<td>Beginning Digital Photo Imagery (3)</td>
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</tr>
<tr>
<td>ARTNM 330</td>
<td>Intermediate Digital Photo Imagery (3)</td>
<td></td>
</tr>
<tr>
<td>ARTNM 331</td>
<td>Integrating Digital Media with Traditional Media</td>
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<tr>
<td>or ART 339</td>
<td>Integrating Digital Media with Traditional Media</td>
<td></td>
</tr>
<tr>
<td>ARTNM 332</td>
<td>Digital Video (3)</td>
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</tr>
</tbody>
</table>

Graphic Design Certificate
Major Code: 011392C01
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.
See losrios.edu/gainful-emp-info/gedt.php?major=011392C01 for Gainful Employment Disclosure.

Requirements for Certificate  

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Units</th>
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<tbody>
<tr>
<td>ART 320</td>
<td>Design: Fundamentals</td>
<td>3</td>
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<tr>
<td>ART 323</td>
<td>Design: Color Theory</td>
<td>3</td>
</tr>
<tr>
<td>ARTNM 302</td>
<td>Digital Basics for Art New Media</td>
<td>1.5</td>
</tr>
<tr>
<td>ARTNM 303</td>
<td>Graphic Design: Typography</td>
<td>3</td>
</tr>
<tr>
<td>ARTNM 305</td>
<td>History of Graphic Design</td>
<td>3</td>
</tr>
<tr>
<td>ARTNM 324</td>
<td>Digital Design</td>
<td>3</td>
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<tr>
<td>ARTNM 325</td>
<td>Intermediate Digital Design</td>
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</tr>
<tr>
<td>ARTNM 328</td>
<td>Beginning Digital Photo Imagery</td>
<td>3</td>
</tr>
<tr>
<td>ARTNM 330</td>
<td>Intermediate Digital Photo Imagery</td>
<td>3</td>
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<tr>
<td>ARTNM 352</td>
<td>Design for Publication</td>
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<td>ARTNM 354</td>
<td>Digital Prepress</td>
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<tr>
<td>ARTNM 356</td>
<td>Advanced Projects in Graphic Design</td>
<td>3</td>
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<tr>
<td>ARTNM 450</td>
<td>Portfolio for Art New Media</td>
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</tr>
<tr>
<td>WEXP 498</td>
<td>Work Experience in (Subject)</td>
<td>1 - 4</td>
</tr>
</tbody>
</table>

Illustration Certificate

Major Code: 011393C01

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 time frame

See losrios.edu/gainful-emp-info/gedt.php?major=011393C01 for Gainful Employment Disclosure.

Requirements for Certificate  

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 300</td>
<td>Drawing and Composition I</td>
<td>3</td>
</tr>
<tr>
<td>ART 304</td>
<td>Figure Drawing I</td>
<td>3</td>
</tr>
<tr>
<td>ART 323</td>
<td>Design: Color Theory</td>
<td>3</td>
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<tr>
<td>ART 327</td>
<td>Painting (3)</td>
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<tr>
<td>or ART 336</td>
<td>Watercolor Painting (3)</td>
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<tr>
<td>ARTH 310</td>
<td>Modern Art</td>
<td>3</td>
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<tr>
<td>ARTNM 302</td>
<td>Digital Basics for Art New Media</td>
<td>1.5</td>
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<tr>
<td>ARTNM 324</td>
<td>Digital Design</td>
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<td>ARTNM 326</td>
<td>Digital Painting</td>
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<td>ARTNM 370</td>
<td>Introduction to Illustration (3)</td>
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<tr>
<td>or ART 314</td>
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<td>ARTNM 404</td>
<td>Interactive Basics</td>
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<td>ARTNM 405</td>
<td>Digital 2D Animation</td>
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<td>ARTNM 450</td>
<td>Portfolio for Art New Media</td>
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</tbody>
</table>

3D Animation Certificate

Major Code: 011484C01

This certificate focuses on traditional animation principles to create believable animations. Animations created range from flying logos for broadcast television, to animated product placement, to characters used for the telling of fantastic stories. It focuses on skill sets in both the traditional arts and digital environments.

Student Learning Outcomes

Upon completion of this program, the student will be able to:
• research and demonstrate application of the principles of animation to tell a story with meaning through movement.
• create the motions, gestures, and expressions of three-dimensional computer graphics characters and objects.
• critique animation and regularly improve upon demonstration reels.
• create high quality 3D models from live or image reference, and animate the models for use in demonstration reels.
• create a portfolio quality 3D animation demonstration reel.
• create animation from live reference, video reference, and from hand drawn imagery.
• create animation in various 2D and 3D software programs and apply the principles regardless of the software differences.
• block in movements in rough animation and show for the approval in a weekly review.
• finish work for approval in a timely manner.

Career Opportunities

Students can apply their 3D animation skills in film, game, and broadcast, as well as local industries, such as medical, legal, engineering, Web, fine art, and entrepreneurial. Students can continue their studies in 3D animation at a four-year college or choose an entry level position in any of the 3D animation industries.

See losrios.edu/gainful-emp-info/gedt.php?major=011484C01 for Gainful Employment Disclosure.

(continued on next page)
(3D Animation Certificate continued)

Requirements for Certificate 18 Units
ART 300  Drawing and Composition I .................................................. 3
ARTNM 373  Storyboarding ................................................................. 3
ARTNM 405  Digital 2D Animation ....................................................... 3
ARTNM 422  3D Animation ................................................................. 3
A minimum of 3 units from the following: .................................................. 3
ART 306  Facial Expression and Anatomy (3)
or  ARTNM 320  Facial Expression and Anatomy (3)
ART 317  Character Design (3)
or  ARTNM 372  Character Design (3)
A minimum of 3 units from the following: .................................................. 3
ARTNM 431  3D Short Production (3)
WEXP 498  Work Experience in (Subject) (1 - 4)

3D Rigging Technical Director Certificate
Major Code: 011494C01

This certificate offers training on the articulation of movement for 3D objects, environments, and characters. Rigging is the process of giving a character controls for movement, therein “articulating” its range of motion, or bringing the character to life. Standard rigs for vehicles, bipedal, and quadrupedal characters will be created, as well as rig variations, such as cartoon rigs to maximize flexibility. In addition, students will be expected to increase efficiency of production by creating rig building tools. Also, interfacing tools will be created to improve efficiency and usability of the rigs in production.

Student Learning Outcomes

Upon completion of this program, the student will be able to:
• differentiate the types of deformers to achieve a specific deformation called for by animation.
• create a concise set of animation controls.
• analyze the animator’s needs to provide and refine an articulation of the full range of expressions and body movement needed to support a character’s acting range.
• create a portfolio quality demonstration reel of their rigs animated.
• proficiently use a programming language to solve rigging problems, create new tools, and create interfacing tools for the animator.
• proficiently use math to solve rigging problems.
• design and maintain master rigs that can be re-used as a basis for articulating similar characters, or applying existing rigs to newly created character sculptures.
• differentiate the deformation needs of realistic musculature and traditional cartoon movement.

Career Opportunities

Students can apply their 3D rigging skills in film, game, and broadcast, as well as local industries, such as medical, legal, engineering, Web, fine art, and entrepreneurial. Students can continue their studies in 3D rigging at a four year college or choose an entry level position in any of the 3D animation industries.

Requirements for Certificate 19 Units
ART 375  Figure Sculpture ................................................................. 3
ARTNM 420  Introduction to 3D Modeling .......................................... 3
ARTNM 429  3D Rigging and Rig Building .......................................... 3
ARTNM 431  3D Short Production ....................................................... 3
CISC 323  Linux Operating System ..................................................... 1
CISP 300  Algorithm Design/Problem Solving ................................... 3
MATH 130  Trigonometry ................................................................. 3

3D Technical Director Certificate
Major Code: 011496C01

This certificate offers a comprehensive understanding of the computer generated three-dimensional (CG 3D) production process. It is designed for self-learners, entrepreneurs, and developers of independent content or someone looking for a high level position in a 3D animation company. A broad
range of topics are covered from traditional sculpting to digital rendering. In addition to technical direction, this certificate is ideal for any 3D Generalist position.

**Student Learning Outcomes**

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

- plan a production pipeline and solve 3D production issues with a holistic understanding of 3D.
- create portfolio quality demonstration reels with animation, modeling, texturing, and rigging.
- differentiate various 3D software strengths and weaknesses.
- apply for an entry-level 3D position calling for a 3D Technical Director or 3D Generalist.
- create digital textures and materials from observing and scanning real-world surfaces and materials.
- apply textures and materials to a computer-generated environment.

**Career Opportunities**

Students can apply 3D skills in film, game, and broadcast, as well as local industries, such as medical, legal, engineering, web, and fine art. Students can continue their studies in 3D at a four-year college or choose an entry-level position in any of the 3D animation industries.

**Requirements for Certificate** 30 Units

<table>
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<th>Course Code</th>
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<tr>
<td>ART 300</td>
<td>Drawing and Composition</td>
<td>3</td>
</tr>
<tr>
<td>ARTNM 320</td>
<td>Facial Expression and Anatomy</td>
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</tr>
<tr>
<td>or ARTNM 372</td>
<td>Character Design</td>
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</tr>
<tr>
<td>ARTNM 420</td>
<td>Introduction to 3D Modeling</td>
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<tr>
<td>CISP 300</td>
<td>Algorithm Design/Problem Solving</td>
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<tr>
<td>MATH 330</td>
<td>Trigonometry</td>
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<td><strong>A minimum of 6 units from the following:</strong></td>
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<td></td>
</tr>
<tr>
<td>ART 304</td>
<td>Figure Drawing I (3)</td>
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<tr>
<td>ART 320</td>
<td>Design: Fundamentals (3)</td>
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</tr>
<tr>
<td>ART 370</td>
<td>Three Dimensional Design (3)</td>
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<tr>
<td>ART 376</td>
<td>Functional Sculpture (3)</td>
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</tr>
<tr>
<td>ARTNM 373</td>
<td>Storyboarding (3)</td>
<td></td>
</tr>
</tbody>
</table>

**Web Design Certificate**

**Major Code: 011395C01**

The Web Design certificate incorporates the fundamentals of visual communication with industry-standard work flow and tools to prepare creatives and talents for the web design industry. The certificate focuses on the visual language necessary for a web designer to produce compelling graphics in the web authoring environment. Students are encouraged to further their studies in interactive design by obtaining other Art New Media Certificates such as the Interactive Design Certificate, the Digital Imagery Certificate and the Video Certificate within the Art New Media department, or similar programs 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:

- produce compelling graphics incorporating industry-standard work flow and tools
- design visually successful web pages/web sites using visual design concepts
- evaluate content needs for target audience
- assess the most effective navigation flow
- conceive and deliver visual solutions for a client within a defined time frame

**Career Opportunities**

Web design skills are used in business, government, educational institutions, and the entertainment industry.

See losrios.edu/gainful-emp-info/gedt.php?major=011395C01 for Gainful Employment Disclosure.

**Requirements for Certificate** 31 Units

**Semester 1:**

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<tbody>
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<td>3</td>
</tr>
<tr>
<td>ART 376</td>
<td>Functional Sculpture (3)</td>
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<td>ARTNM 373</td>
<td>Storyboarding (3)</td>
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**Semester 2:**

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<tbody>
<tr>
<td>ARTNM 421</td>
<td>3D Character Modeling (3)</td>
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<tr>
<td>ARTNM 422</td>
<td>3D Animation (3)</td>
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</tr>
<tr>
<td>ARTNM 423</td>
<td>3D Texturing (3)</td>
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<td>ARTNM 429</td>
<td>3D Rigging and Rig Building (3)</td>
<td>3</td>
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<tr>
<td>ARTNM 431</td>
<td>3D Short Production (3)</td>
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<td>WEXP 498</td>
<td>Work Experience in (Subject) (1 - 4)</td>
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**Semester 3:**

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<td>Introduction to Web Design</td>
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<tr>
<td>ARTNM 402</td>
<td>Intermediate Web Design</td>
<td>3</td>
</tr>
<tr>
<td>ARTNM 410</td>
<td>Interactive Projects</td>
<td>4</td>
</tr>
<tr>
<td>ARTNM 415</td>
<td>Integrating Digital Media with Traditional Media I</td>
<td>3</td>
</tr>
<tr>
<td>ARTNM 422</td>
<td>Digital Video</td>
<td>3</td>
</tr>
<tr>
<td>ARTNM 430</td>
<td>Intermediate Digital Photo Imagery</td>
<td>3</td>
</tr>
</tbody>
</table>

**Semester 4:**

**Technical Communications Degree**

**Major Code: 011222A01**

This 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.

**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.

(continued on next page)
(Technical Communications Degree continued)

Career Opportunities

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

Requirements for Degree 36.5 Units

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Units</th>
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</thead>
<tbody>
<tr>
<td>BUS 100</td>
<td>English for the Professional</td>
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</tr>
<tr>
<td>CISA 305</td>
<td>Beginning Word Processing</td>
<td>2</td>
</tr>
<tr>
<td>CISA 331</td>
<td>Intermediate Desktop Publishing (2)</td>
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</tr>
<tr>
<td>CISA 352</td>
<td>Design for Publication (3)</td>
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<tr>
<td>CISA 353</td>
<td>Advanced Web Publishing (4)</td>
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<tr>
<td>CISA 354</td>
<td>Client-side Web Scripting (4)</td>
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<tr>
<td>CISA 400</td>
<td>Middleware Web Scripting (4)</td>
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<tr>
<td>CISA 410</td>
<td>Middleware Web Scripting (4)</td>
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<tr>
<td>CISA 411</td>
<td>Web Site Development using Dreamweaver (3)</td>
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<tr>
<td>CISA 421</td>
<td>Web Publishing</td>
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<tr>
<td>CISA 422</td>
<td>Desktop Publishing</td>
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<td>ENGWR 301</td>
<td>College Composition and Literature (3)</td>
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<tr>
<td>ENGWR 301</td>
<td>College Composition and Literature (3)</td>
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And a minimum of 6 units from the following: CISA 330 2

ARTNM 328  Beginning Digital Photography (3)
ARTNM 330  Intermediate Digital Photography (3)
ARTNM 352  Design for Publication (3)
ARTNM 331  Intermediate Desktop Publishing (2)
CISA 330  Advanced Web Publishing (4)
CISA 321  Web Site Development using Dreamweaver (3)
CISA 400  Client-side Web Scripting (4)
CISA 410  Middleware Web Scripting (4)
ENGWR 301  College Composition and Literature (3)

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 Communications Certificate

Major Code: 011222C01

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.

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.

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.

See losrios.edu/gainful-emp-info/gedt.php?major=011222C01 for Gainful Employment Disclosure.

Requirements for Certificate 21.5-22.5 Units

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<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Units</th>
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</thead>
<tbody>
<tr>
<td>ARTNM 352</td>
<td>Design for Publication (3)</td>
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</tr>
<tr>
<td>or CISA 330</td>
<td>Desktop Publishing</td>
<td>3</td>
</tr>
<tr>
<td>and CISA 331</td>
<td>Intermediate Desktop Publishing (2)</td>
<td></td>
</tr>
<tr>
<td>CISA 305</td>
<td>Beginning Word Processing</td>
<td>2</td>
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<tr>
<td>CISA 300</td>
<td>Web Publishing</td>
<td>3</td>
</tr>
<tr>
<td>TECCOM 300</td>
<td>Introduction to Technical/Professional Communication: Proposal Writing ..............</td>
<td>3</td>
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<tr>
<td>TECCOM 330</td>
<td>Technical/Professional Communication: Writing Technical Manuals .......................</td>
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<tr>
<td>TECCOM 340</td>
<td>Technical/Professional Communication: Developing Help Systems ..........................</td>
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</table>

And a minimum of 6 units from the following:

<table>
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<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Units</th>
</tr>
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<tbody>
<tr>
<td>BUS 100</td>
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<td>TECCOM 310</td>
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<td>TECCOM 320</td>
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DEPARTMENT CERTIFICATE

Foundation Certificate

This entry level certificate introduces the tools and context fundamental for the field of digital media.

Student Learning Outcomes

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

- construct visual composition using design fundamentals.
- construct visual composition using typography principles.
- integrate traditional media and digital media.
- construct composition based on the history of graphic design.
- create basic digital composition using industry-standard tools.

Career Opportunities

This program prepares students to apply their knowledge and experiences in many industries that require basic digital design skills. These positions include internship and entry-level visual communication opportunities within industries such as design, arts, entertainment, business, and education.

Requirements for Certificate 10.5 Units

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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 include operating system(s), digital vocabulary, scanning, saving, and file formats. Distinctions between vector, bitmap, and page layout applications are 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
This course covers the art of visual communication and introduces the tools and concepts of visual thinking. It emphasizes the potential of typography as an effective communications tool. Additionally, it also covers historical overviews, portfolio development, and client presentations, paired with the terminology and visual language of design 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 UC/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. This course focuses primarily on analysis of design from a wide range of sources and cultures.

ARTNM 320 Facial Expression and Anatomy  3 Units
Same As: ART 306
Prerequisite: ART 300 with a grade of "C" or better
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 are addressed through a series of projects. This course is not open to students who have taken ART 306.

ARTNM 322 Beginning Digital Art  3 Units
General Education: AA/AS Area I
Course Transferable to UC/CSU
Hours: 36 hours LEC; 54 hours LAB
This introductory digital art course focuses on digital media processes, including software and hardware tools that facilitate creative visual and conceptual approaches to digital art making. A wide range of digital imaging techniques are explored, and time-based processes are introduced, leading to the creation of digital images, animations/videos, and mixed media objects. The course also explores artists’ uses of new technologies in contemporary art-making practices. A vocabulary of new media terms and practices is developed through discussions and critiques.

ARTNM 324 Digital Design  3 Units
Advisory: ENGW 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.

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 advanced elements of graphic design, composition, and gestalt visual principles as they relate to dominance, hierarchy, balance, and color. These topics are combined and applied to the tools and advanced imaging capabilities of Adobe Illustrator.

ARTNM 326 Digital Painting  3 Units
Advisory: ART 300 and ARTNM 302
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
This course introduces the fundamental principles of color, drawing, and painting using the basic tools of Corel Painter. Visual communication skills of color, drawing, and painting are applied to produce individual portfolio-quality projects.

ARTNM 328 Beginning Digital Photo Imagery  3 Units
Advisory: ART 300 and ARTNM 302
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
This course is an introduction to computer-based photographic imaging with emphasis on utilizing cutting edge digital imaging tools to realize design objects. Basic operating principles of Adobe Photoshop are covered. Topics include scanning, basic photo correction, selections, layer basics, adjustment layers, basic masking and channels, typography, vector drawings, and compositing. Design fundamentals are discussed. Topics include positive and negative space relationship, unity, balance, and basic color theory. Concept development is also introduced.

ARTNM 330 Intermediate Digital Photo Imagery  3 Units
Prerequisite: ARTNM 328 with a grade of "C" or better
Course Transferable to UC/CSU
Hours: 36 hours LEC; 54 hours LAB
This course introduces the intermediate techniques of digital photo imagery in Adobe Photoshop. 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.
ARTNM 331 Integrating Digital Media with Traditional Media I 3 Units
Same As: ART 339
General Education: AA/AS Area I
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. It explores a wide variety of ideas, tools, and resources. Topics include history, theory, and practice surrounding digital and traditional image generation, 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. This course is not available to students who have taken ART 339.

ARTNM 332 Digital Video 3 Units
Advisory: ARTNM 302
Course Transferable to CSU
 Hours: 36 hours LEC; 54 hours LAB
This course applies the principles of cinematography and editing to the production of digital video. Industry standard software is employed to capture/import, edit, and produce high-end visual productions. The course includes transitions, multiple layers, alpha channels, and composite green screen segments. Evaluation of multimedia projects containing video segments in terms of design aesthetics and technical competence is included. This course examines the genres of documentary, short narrative film, title sequencing, and experimental film.

ARTNM 332 Digital Video 3 Units
Advisory: ARTNM 302
Course Transferable to CSU
 Hours: 36 hours LEC; 54 hours LAB
This course applies the principles of cinematography and editing to the production of digital video. Industry standard software is employed to capture/import, edit, and produce high-end visual productions. The course includes transitions, multiple layers, alpha channels, and composite green screen segments. Evaluation of multimedia projects containing video segments in terms of design aesthetics and technical competence is included. This course examines the genres of documentary, short narrative film, title sequencing, and experimental film.

ARTNM 332 Digital Video 3 Units
Advisory: ARTNM 302
Course Transferable to CSU
 Hours: 36 hours LEC; 54 hours LAB
This course applies the principles of cinematography and editing to the production of digital video. Industry standard software is employed to capture/import, edit, and produce high-end visual productions. The course includes transitions, multiple layers, alpha channels, and composite green screen segments. Evaluation of multimedia projects containing video segments in terms of design aesthetics and technical competence is included. This course examines the genres of documentary, short narrative film, title sequencing, and experimental film.

ARTNM 352 Design for Publication 3 Units
Advisory: ART 320 or ARTNM 310 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 promotional, such as fliers, posters, and brochures is also included.

ARTNM 354 Digital Prepress 3 Units
Prerequisite: ARTNM 352 with a grade of “C” or better
Advisory: ARTNM 302 AND ENGRD 116 OR ESLR 320 AND ESLW 320
Course Transferable to CSU
 Hours: 36 hours LEC; 54 hours LAB
This course introduces digital prepress for graphic design using industry standard software, like Adobe InDesign. Areas of focus include desktop production for commercial offset printing, preparation of print-ready digital files, paper selection, and the language necessary to properly communicate with commercial printers. Field trips may be required.

ARTNM 356 Advanced Projects in Graphic Design 3 Units
Prerequisite: ARTNM 352 and 359 with grades of “C” or better
Advisory: ARTNM 324 and 328 with grades of “C” or better
Course Transferable to CSU
 Hours: 36 hours LEC; 54 hours LAB
This course covers the basic techniques and approaches used by graphic design studios as they relate to concept development, branding, and target audience assessment. Emphasis is placed on project analysis, research, and presentation. Projects are produced through the integration of industry standard graphics software used for print production, vector based graphics, and digital imaging. A portfolio of professional level projects is developed and presented. Field trips are required.

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; 18-36 hours LAB
This course provides instruction in the editing of ARC’s college magazine, the American River Review, for national competitions sponsored by organizations such as the Columbia Scholastic Press Association and the Associated Collegiate Press. The course focuses on the implementation of a submission process for art work including art handling, tracking of submissions, photography for print and evaluation of submissions. It may be taken four times for credit. A portion of this course may be offered in a TBA component of 6-20 hours which may include photographing 2D and 3D artwork, scanning or photographing photographic artwork, downloading or scanning digital submissions, and production organization such as reformatting and naming files, organizing files into media groups for evaluation.

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 provides instruction in the design and production of ARC’s college magazine, the American River Review, for national competitions sponsored by organizations such as the Columbia Scholastic Press Association and the Associated Collegiate Press. The course focuses on the graphic design, digital production, and printing of a literary and fine art magazine as well as the publicity, marketing, fund-raising, and distribution of the magazine. It provides the design staff a collaborative experience with the editorial staff taught by the English Department. It may be taken four times 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 is a survey of the history of illustration, defining areas of specialization and the illustrator’s role in visual communication. The appropriate use of materials, tools and methods is evaluated. Illustration is analyzed as a method of visual problem solving through a series of projects with varied applications. This course is 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 373 Storyboarding 3 Units
Prerequisite: ART 300 with a grade of "C" or better
Advisory: ARTNM 372 with a grade of "C" or better
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
This course introduces the storyboarding process for a range of industries, from film and game entertainment to the industrial and medical industries. It includes creating artwork for the visual interpretation of scripts and provided concepts, as well as developing original ideas. In addition, conceptual exercises, drawing practice, and the use of cinematic rules used in the industry are covered. Topics also include scale and camera angle, camera movement, character staging, composition, basic editing processes, creating animatics, and story reels.

ARTNM 401 Introduction to Web Design 3 Units
Advisory: ARTNM 303, 310, 324, and 328
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
This course introduces technical and conceptual aspects of creating interactive visual media for screen-based delivery. It concentrates on designing standards-based websites and applying standardized best practices to web design. The course introduces the basics of layout for visual communication by tightly integrating the design concepts with technical execution in a web environment. Industry-standard authoring tools are applied. Meaning and validity of interactivity are closely examined.

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.

ARTNM 404 Interactive Basics 3 Units
Advisory: ARTNM 324 or 402
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
This course introduces the design and delivery of rich interactive content suitable for graphical experiences across personal computers, mobile devices, and screens. Topics include generating interactivity between vector-based graphics, animation, integration of sound, raster graphics, and video. Industry standard workflow from image authoring to interactive authoring is discussed in detail. Visual design principles and interface design concepts are integrated into the making of portfolio-quality rich media projects.

ARTNM 405 Digital 2D Animation 3 Units
Advisory: ART 300 and ARTNM 302
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
This course provides techniques for using the traditional principles of animation with industry-standard software. Topics include animating a bouncing ball, ball with a tail, ball with legs, full body bipedal, and a face synchronized to audio. Character animation topics involve locomotion, such as walking and jumping, using the traditional principles. Technical issues, such as frame-by-frame animation (cell animation), rotoscoping, interpolated or f-curve animation, are discussed and applied. Projects can be published on the Web, CD-ROM, DVD, and video.

ARTNM 406 Design for Tablets 3 Units
Advisory: ARTNM 330, 352, and 402
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
This course introduces production and design processes of tablet-based media. Various industry standard software applications are employed to create compatible websites, digital documents, PDF presentations, and ePUB creations. Topics include the processes and the strategies of combining text, images, animation, video, and audio elements to create compelling visual experiences for tablet-oriented mobile media.

ARTNM 410 Interactive Projects 4 Units
Prerequisite: ARTNM 401, 402, or 404 with a grade of "C" or better
Advisory: ARTNM 324 and 328
Course Transferable to CSU
Hours: 54 hours LEC; 54 hours LAB
This course focuses on designing real-world interactive projects, often times multimedia in nature. Projects assigned are multifaceted real-world projects from the community, or simulated projects that approach the complexity that individuals would be expected to encounter in the interactive multimedia design industry. Standard design processes of pre-production, production, and post-production including client meetings, the construction of a design brief, content analysis and strategy, building of a prototype, information architecture, interactivity, testing, advertising, and delivery of product are discussed in detail.

ARTNM 420 Introduction to 3D Modeling 3 Units
Advisory: ART 320, ART 370, ARTNM 302, ARTNM 310, or ARTNM 370
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
This course introduces computer-generated three-dimensional, or CG 3D, modeling using industry standard software. The primary focus of this course is modeling using polygons, surfaces, and curves to produce quality demo reel renders of the models. Objects range from simplistic primitive shapes to sophisticated models of animals and plants. Software application tools, such as Autodesk Maya and Pixologic Zbrush, are applied to produce content for use in 3D printing, film, game, fine art, broadcast, medical and industrial animation, and more.

ARTNM 421 3D Character Modeling 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. Industry techniques and issues related to humanoid character modeling are analyzed and applied. Industry issues, such as the topology flow of human anatomy, facial blend targets, and joint correction, are developed. Clothing, hair, and accessories are added to the characters, strictly following concept designs.
ARTNM 422 3D Animation 3 Units
Advisory: ART 375, DANCE 390, or TAP 300
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
This course provides 3D animation techniques using industry standard software. The traditional principles from the golden years of Disney Studios are applied and translated to the computer generated 3D (CG 3D) environment and also to characters that walk, breathe, and act according to the twelve principles of animation. In addition, topics of focus are weight, thought process, and the wave principle. Technical issues, such as walking along an uneven ground and locomotion around obstacles, are addressed.

ARTNM 423 3D Texturing 3 Units
Prerequisite: ARTNM 420 with a grade of “C” or better
Advisory: ARTNM 328, ARTPH 300, and ARTPH 305
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
This course provides texturing techniques, or image mapping, using industry standard software, such as Adobe Photoshop, Pixologic Zbrush, and Autodesk Maya. Topics include photo-manipulation, unwrapping and painting hard-surface and sub-division surface models and creating a texture library. Environment and character-texture maps are created using image-mapping techniques.

ARTNM 429 3D Rigging and Rig Building 3 Units
Prerequisite: ARTNM 420 with a grade of “C” or better
Advisory: ARTNM 421 and 422
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
This course provides skills for the articulation of computer-generated three-dimensional, or CG 3D, objects. Projects include the creation of rigs for inanimate objects with the intent to animate, and the creation of a full body rig for bipedal and quadrupedal characters. Scripting languages and rig building tools are utilized to expedite the rigging process. 3D production issues, such as interfaces for animators, are addressed.

ARTNM 431 3D Short Production 3 Units
Prerequisite: ARTNM 420 or 422 with a grade of “C” or better
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
This course surveys and practices the pipeline of computer-generated three-dimensional (CG 3D) imagery based on real world short production scenarios; productions that are three minutes or less. The essential skills needed to survive in the Sacramento Valley CG 3D markets are covered. Areas of focus include a variety of real world short production scenarios, such as court room scene reenactment, work-at-home online markets, small business CG 3D logo, as well as visualization projects in the medical, invention, architectural, and landscaping fields.

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
The course provides essential skills, strategies and processes involved in organizing, selecting, writing and marketing one’s creative work. Topics include file organization, file accessibility and backup, research techniques, target identification, resume building, letter of interest, portfolio construction, building resumes, interview techniques, interview body language, job research, and portfolio presentation. The portfolio can be tailored for application for jobs in the creative industry, transfer to 4-year art or graphics programs, graduate schools, gallery exhibitions, artist residencies, scholarships and artist grants.

ARTNM 495 Independent Studies in Art New Media 1-3 Units
Course Transferable to CSU
Hours: 54-162 hours LAB
Independent Study is an opportunity for the student to extend classroom experience in this subject, while working independently of a formal classroom situation. Independent study is an extension of work offered in a specific class in the college catalog. To be eligible for independent study, students must have completed the basic regular catalog course at American River College. They must also discuss the study with a professor in this subject and secure approval. Only one independent study for each catalog course will be allowed.

ARTNM 498 Work Experience in Art New Media 1-4 Units
Advisory: Eligible for ENGRD 310 or ENGRD 312 AND ENGWR 300; OR ESLR 340 AND ESLW 340.
Enrollment Limitation: Students must be in a paid or unpaid internship, volunteer position, or job related to art new media with a cooperating site supervisor. Students are advised to consult with the Art New Media Department faculty to review specific certificate and degree work experience requirements
General Education: A AAS Area III(b)
Course Transferable to CSU
Hours: 60-300 hours LAB
This course provides students with opportunities to develop marketable skills in preparation for employment or advancement within the field of art new media. It is designed for students interested in work experience and/or internships in transfer-level degree occupational programs. Course content includes understanding the application of education to the workforce, completion of Title 5 required forms which document the student’s progress and hours spent at the work site, and developing workplace skills and competencies. During the semester, the student is required to complete 75 hours of related paid work experience, or 60 hours of related unpaid work experience for one unit. An additional 75 or 60 hours of related work experience is required for each additional unit. All students are required to attend the first class meeting, a mid-semester meeting, and a final meeting. Additionally, students who have not already successfully completed a Work Experience course will be required to attend weekly orientations while returning participants may meet individually with the instructor as needed. Students may take up to 16 units total across all Work Experience course offerings. This course may be taken up to four times when there are new or expanded learning objectives. Only one Work Experience course may be taken per semester.