



Digital Media Design 10, 20, 30

OVERVIEW

Art, Communication, and Technology come together in Digital Media and Design. Digital Media and Design teaches both design fundamentals and technical skills in an engaging and enjoyable way. It introduces students to a wide variety of current and professional Tools, Software and Concepts. During their time in the course, students will familiarize themselves with the latest technologies and techniques, create personalized projects, connect course content with real world uses, and get ready for which ever next step they wish to take. This is Digital Media & Design made fun. Students will progress through a series of modules that exposes them to a wide variety of digital expression, such as:

- Graphic Design Techniques (Layout, Styles, etc.)
- Digital Art (vector and raster graphics)
- Animation (frame-by-frame and key frame)
- Client Design Services
- Brand/Graphic Design (Logo, Mascot, Style Guides, etc.)

Digital Media and Design 10 (5 Credits)

No prerequisite

- Visual Communication
- Media
- Typography
- Graphic Tools
- Animation 1
- COM Project A

Digital media and Design 20 (5 Credits)

Prerequisite: Digital media and Design 10

- Media Impact
- Design - Brand Identity
- Client Services 1
- Animation 2
- Electronic Layout and Pub 10
- COM Project B and C

Digital Media and Design 30 (5 Credits)

Prerequisite: Digital Media and Design 20

- Design - Advertising Campaigns
- Client Services 2
- Electronic Layout and Pub 2
- AV Production 2
- Animation 3
- COM Project D and E