Digital Media Technology

Digital Media Technology (DGMT) Classes

DGMT115G : Introduction to Graphic Design

This design course will explore design and layout considerations for various production media. Students will study principles of design including color theory, line, texture, pattern, balance, space and movement. Students will be introduced to computer graphics creation using industry standard software packages. Students will also experience hands on drawing and design lessons to develop their own sense of design, learn how to use paths, manipulate basic shapes and text, apply color and gradients, implement styles, work in multiple layers, trace, and scale. Students will be able to use these design applications for future study in Web Design and Multimedia Production.
Credits 3
Theory Hours 2

Lab Hours 2
Semester Offered
Fall/Spring semesters

DGMT120G : Intro to Digital Photography

This course serves as an introduction to digital photographic processes, in which technical aspects of cameras and equipment are reviewed. Basic photographic principles such as using aperture and shutter speed to control exposure, metering, depth of field, lenses, and flashes are explained, through which students can gain an understanding of compositional techniques used to create professional-quality exposed photographs. This course also focuses on the history of photography and reviews techniques utilized by photographic masters. The student must supply his/her own digital SLR camera.
Credits 3
Theory Hours 2

Lab Hours 2
Prerequisite Courses
DGMT115G: Introduction to Graphic Design
Semester Offered
Spring semester

DGMT125G : Introduction to Animation

Learn how to apply the principles of animation and gain a full understanding of the animation process from conception to completion. Topics to be covered include storyboarding, creating production artwork, setting key frames, tweening and interpolation, creating and animating characters, materials manipulation and lighting. Hands-on experience using 2D and 3D animation tools and software application programs is a core component of this course. Students will gain a working knowledge of 2D and 3D Animation applications that will be expanded upon in DGMT264G.
Credits 3
Theory Hours 2

Lab Hours 2

Prerequisite Courses
DGMT115G: Introduction to Graphic Design
Semester Offered
Fall semester

DGMT135G : Introduction to Photoshop

Adobe PhotoShop brings the art and science of photo manipulation to the Web and other computer applications. An overview of the PhotoShop environment, color processes and channels, image modes, scanning, compositing, adjustment layers, masks, type manipulation, filters, actions, file formats, and web/multimedia considerations are among the many topics covered in this course.
Credits 3
Theory Hours 2

Lab Hours 2
Semester Offered
Fall/Spring semester

DGMT142G : Publication Design

This hands-on course introduces students to the basic hardware and software components of publication design as well as the skills needed to produce attractive and effective printed materials. Students will learn to produce page layouts while fulfilling service-learning objectives, creating business cards, brochures, display ads, newsletters, menus, logos and announcements, for community partners.
Credits 4
Theory Hours 2

Lab Hours 4
Prerequisite Courses
DGMT115G: Introduction to Graphic Design
Semester Offered
Spring semester
Notes
This is a Service-Learning Course (SL).

DGMT165G : Introduction to Video Production

This course introduces students to the fundamentals of video production. Through individual video projects and course work, students will learn technical and aesthetic basics for creating videos. This includes introductions to shooting, editing, lighting and sound and the associated equipment required for these individual disciplines.
Credits 3
Theory Hours 2

Lab Hours 2
Prerequisites
CIS110G or CIS107G
Semester Offered
Fall semester

DGMT175G : Adobe Illustrator

In this course, students will establish a firm foundation in Illustrator by mastering the primary tools and techniques necessary to create complex and attractive illustrations and text effects. Students will learn to use Illustrator's foundational tools and techniques such as paths, fills, strokes, pathfinder, drawing, painting, gradient mesh, filters, and masks to create artwork and illustrations that could be used for integration with multimedia, for vector animation, or on the World Wide Web.
Credits 3
Theory Hours 2

Lab Hours 2
Prerequisite Courses
DGMT115G: Introduction to Graphic Design
Semester Offered
Fall semester

DGMT205G : Advanced Photoshop

This course will expand student's knowledge of Photoshop through the exploration of more advanced tools and techniques for both print and the web. In-depth work on photo editing, masks, gradient masks and channels, color correction, image blending, digital images, clipping paths, filters and plug-ins, and the creation of 3 dimensional effects through the digital manipulation of lighting and shadow, will be covered. Students will be encouraged to take their own creative ideas from sketch pad to completion. Many professional tips and tricks from publications written by industry experts will be covered.
Credits 3
Theory Hours 2

Lab Hours 2
Prerequisite Courses
DGMT135G: Introduction to Photoshop
Semester Offered
Fall semester

DGMT215G : Advanced Graphic Design

This digital graphic design course provides the student with challenging design problem solving experiences that can be applied to print and digital media. This project-based course will utilize industry standard Adobe software, utilized as individual applications and in combination to produce a finished product. The student will be responsible for the development of an original idea from the thumbnail sketch to a digital comp, and to understand the impact of the visual message. The student will become fluent in graphic design vocabulary, experience collaborative work and develop visual literacy. Upon completion of this course the student will assemble a portfolio that expresses a personal voice, as well as help prepare them for an internship.
Credits 3
Theory Hours 2

Lab Hours 2
Prerequisites
DGMT115G, DGMT135G, and DGMT175G
Semester Offered
Spring semester

DGMT225G : Introduction to Print Production

This course is an examination of different print mediums, the benefits of various technologies, and general application requirements for successful output. This course will rely on classroom discussion with emphasis placed on real-life examples of cost-effective decisions, requiring the student to remain current on industry news and trends. Utilizing Adobe InDesign, students will prepare files for print and perform preflight steps.
Credits 3
Theory Hours 2

Lab Hours 2
Prerequisites
DGMT115G, DGMT135G, and DGMT175G
Semester Offered
Spring semester

DGMT264G : Expressive Web Animation

This course will teach students to design scalable, key framed based animations for the web as well as games. Students will learn to use industry standard applications to provide responsive design solutions for mobile platforms and desktop browsers.
Credits 3
Theory Hours 2

Lab Hours 2
Prerequisite Courses
DGMT125G: Introduction to Animation
CIS112G: Introduction to Object Oriented Programming
CIS124G: Web Development I
Semester Offered
Spring semester

DGMT265G : 3D Design and Animation

Students will learn the fundamental principles that form the basis of effective 3D development. Topics will include scene and character development and animation, use of color and lighting, inverse kinematics and modeling using primitive shapes, NURBS and polygons. Hands-on experience using 3D animation tools and software application programs is a core component of this course.
Credits 3
Theory Hours 2

Lab Hours 2
Prerequisite Courses
DGMT125G: Introduction to Animation
Semester Offered
Spring semester