ART 108  Digital Media Lab  
Units: 5.0 TO 3.0  
Hours: 1.5 TO 9.0 Laboratory  
Transferable: CSU; GAV-GE:C1  
Supervised practice and individualized computer assisted learning of software applications and techniques commonly found in the design and production of digital media (e.g., digital art and imaging, digital photography, digital print, digital audio/video, web design/authoring, DVD/CD-ROMs, animation). Supplements lecture courses. Open entry/exit, so may be added at anytime during the semester. This is a pass/no pass course. May be repeated three times for credit. Also listed as DM 108 and CSIS 108. ADVISORY: CSIS 1 or CSIS 2/2L or equivalent computer experience.

ART 110  Interactive Animation: Flash  
Units: 3.0  
Hours: 2.0 lecture 3.0 Laboratory  
Transferable: CSU; GAV-GE:C1  
The production of vector graphics, animation, and interactive multimedia in Shockwave-Flash format for web pages and other digital media. Design of highly interactive web site interfaces and animated games using Flash actions (scripting). Useful for web designers/developers, animators, and multimedia authors. This course has the option of a letter grade or pass/no pass. Also listed as CSIS 110 and DM 110. May be repeated three times for credit. ADVISORY: CSIS 1, CSIS 2/2L, CSS 124 or basic computer knowledge.

ART 113  Introduction to Digital Video  
Units: 3.0  
Hours: 2.0 lecture 3.0 Laboratory  
Transferable: CSU; GAV-GE:C1  
Introduction to the aesthetic and technical aspects of digital video recording, non-linear editing, special effect generation, and the production of video (and associated audio) using the personal computer equipped with specialized software such as Movie, Final Cut Pro, and After Effects. Also considered will be the preparation of digital video for use in interactive media such as CD, DVD, and the World Wide Web. Students will produce a final digital video project on DVD. This course has the option of a letter grade or pass/no pass. May be repeated twice for credit. Also listed as ART 113 and DM 113. ADVISORY: CSIS 1 or CSIS 2/2L or equivalent computer experience.

ART 114  Digital Media Production  
Units: 2.0  
Hours: 2.0 Lecture  
Transferable: CSU; GAV-GE:C1  
A team oriented practicum that focuses on the application of learned skills to the production of digital media and digital print projects, such as web sites, CD ROMs, and DVDs. Project development will be accomplished according to team derived master schedules. Lectures will be on project management, work coordination and production techniques, client-team interface, asset management and integration, budget estimate, testing, and copyright infringement. Please note that this is very much a team oriented class. This course has the option of a letter grade or pass/no pass. This course is also listed as CSIS 114 and DM 114. ADVISORY: At least one of the following: ART 75, CSIS 7, CSS 124 or CSIS 71 or CSIS 77. Students must possess equivalent skills from any one of the following areas: digital media, computer graphics, digital print, journalism (publishing), film, TV/video, drawing or illustration, computer equipped with specialized software such as iMovie, Final Cut Pro, and After Effects. Beneficial for students who are producing a video/film project as a requirement for another college course, extra skills development, or for self interest. Completion of the associated class or personal project in DVD format using either personal video equipment or the equipment in the Digital Media Studio is required. May be repeated twice for credit. This course has the option of a letter grade or pass/no pass. This course is also listed as DM 140 and CSIS 140.

ART 117  Visual Effects-Motion Graphics  
Units: 2.0  
Hours: 2.0 Lecture  
Transferable: CSU, UC; GAV-GE:C1  
Study of the design of visual effects and motion graphics used in digital video, film, web, multimedia, and interactive games. Includes video/graphics compositing techniques, 2D animation, basic 3D animation, and effects commonly done in digital post-production. Software such as Adobe After Effects and Apple’s Motion and Shake will be used. May be repeated three times for credit. This course has the option of a letter grade or pass/no pass. This course is also listed as CSIS 117 and DM 117. ADVISORY: DM/ART/CSIS 113 or DM/ART/CSIS 140 or DM/ART/CSIS 77 or THEA 17A or basic knowledge of digital video/film editing.

ART 121  Aviation Fundamentals  
Units: 3.0  
Hours: 3.0 Lecture  
Transferable: CSU  
Principles of aerodynamics and flight, radio communications, aircraft engines and systems and aircraft performance characteristics including federal aviation regulations and air navigation. Students who satisfactorily complete the course will be eligible to take the Federal Aviation Administration Private Pilot Airplane written test. ADVISORY: Eligible for English 250, English 260 and Mathematics 205.