COS 207  Contemporary Styling  
Units: 4.5  Hours: 4.5 Lecture and 27.0 Laboratory  
Studies and techniques in braiding, weaving, glass nails, silk wrap, individual lash and brow tinting, corrective make-up and low lights. This is a 6 week class offered in summer session only. ADVISORY: Satisfactory completion of Cosmetology 200. Eligible for English 250, 260, and Mathematics 205. Intermediate and Advanced cosmetology enrollments only.

COS 220  Scientific Skin Care (Esthetics)  
Units: 8.0  Hours: 4.4 Lecture and 13.3 Laboratory  
An introductory course designed to provide the skills necessary to be employed as an Esthetician (Facialist). Skills taught include skin care and treatment, cosmetics, and the use of electrical modalities. REQUIRED: 17 years of age, completed 10th grade or equivalent, as per State Board of Cosmetology.

COS 221  Advanced Scientific Skin Care (Esthetics)  
Units: 8.0  Hours: 4.4 Lecture and 13.3 Laboratory  
An advanced in-depth study and training in the care and treatment of skin, cosmetics and manipulative electrical modalities as required by the State Board of Cosmetology. PREREQUISITE: Completion of COS 220 or equivalent.

COS 223  Independent Study  
Units: 1.0 OR 2.0  Hours:  
Designed to afford selected students specialized opportunities for exploring areas at the independent study level. The courses may involve extensive library work, research in the community, or special projects. This course has the option of a letter grade or pass/no pass. REQUIRED: The study outline prepared by the student and the instructor must be filed with the Department and the Area Dean.

COS 290  Occupational Work Experience / Cosmetology  
Units: 1.0 TO 4.0  Hours: 5.0 TO 20.0 Laboratory  
Occupational work experience for students who have a job related to their major. A training plan is developed cooperatively between the employer, college and student. (P/NP grading) 75 hours per semester paid work = 1 unit. 60 hours non-paid (volunteer) work per semester = 1 unit. May be taken for a maximum total of 16 units. Minimum 2.00 GPA. REQUIRED: Declared vocational major.

COS 291A  Workplace Skills  
Units: 1.0  Hours: 1.0 Lecture  
Workplace Skills teaches skills vital to workplace success. The topic for 291A is Interpersonal Communication. Need not be taken in sequence. This is a pass/no pass course. Course was previously listed as 191A.

COS 291B  Workplace Skills  
Units: 1.0  Hours: 1.0 Lecture  
Workplace Skills teaches skills vital to workplace success. The topic for 291B is team building. Need not be taken in sequence. This is a pass/no pass course. Course was previously listed as 191B.

COS 291C  Workplace Skills  
Units: 1.0  Hours: 1.0 Lecture  
Workplace Skills teaches skills vital to workplace success. The topic for 291C is Problem Solving. Need not be taken in sequence. This is a pass/no pass course. Course was previously listed as 191C.

COURSE OFFERINGS

DIGITAL MEDIA

DM 6  Web Page Authoring I  
Units: 2.0  Hours: 2.0 Lecture  
Transferable: CSU; GAV-GE.E2  
An introduction to using Hypertext Mark-Up Language (HTML) and Extensible HTML (XHTML) to create web pages which can be uploaded and displayed on the World Wide Web. Students will use HTML/XHTML to create web pages with text in various sizes and colors, links to other sites, background color or patterns, graphics, tables and mailto links. Principles of design and color as they apply to screen presentations will be included. This course has the option of a letter grade or pass/no pass. Also listed as CSIS 6 and LIB 6. ADVISORY: CSIS 1 or CSIS 2 or CSIS 3/LIB 9 advised.

DM 7  Web Page Authoring II  
Units: 2.0  Hours: 2.0 Lecture  
Transferable: CSU  
This course is a continuation of CSIS 6, Web Page Authoring I. Topics that will be covered include XHTML frames, advanced tables, forms, scripting languages, image maps, Cascading Style Sheets (CSS), and new trends in web page technology. This course has the option of a letter grade or pass/no pass. This course is also listed as CSIS 7. ADVISORY: CSIS 6.

DM 60  Introduction to Animation  
Units: 3.0  Hours: 2.0 Lecture and 3.0 Laboratory  
Transferable: CSU, UC  
Following the fascinating history and culture of animation, the fundamentals, styles, and aesthetics of animation are explored. A variety of production techniques and technology such as Cel Animation, claymation, rotoscoping, stop motion, Telecomics, and finally ending in the use of computers for 3D, modeling and animation are discussed and used for a variety of required projects. Students will have an introduction to modeling, texturizing, rigging, and animation using industry standard software. Useful for those interested in animation for video/film, web, art or game design. This course has the option of a letter grade or pass/no pass. ADVISORY: Basic computer skills.

DM 73  Desktop Publishing - Adobe InDesign  
Units: 3.0  Hours: 3.0 Lecture  
Transferable: CSU  
This course will provide students the opportunity to learn to use basic features of desktop publishing software to create all types of publications: flyers, brochures, newsletters, and advertisements. Included in the course will be basic page layout and design principles and integrating text and graphics to create attractive business publications. The course will be taught with Adobe InDesign. This course has the option of a letter grade or pass/no pass. Also listed as CSIS 73. ADVISORY: Completion of CSIS 1 or completion of CSIS 2.

DM 74  Advanced PhotoShop  
Units: 3.0  Hours: 3.0 Lecture  
Transferable: CSU; GAV-GE.C1  
This is an intermediate level course in mastering Adobe’s Photoshop software. Students will learn advanced strategies in professional digital editing. Students will apply creative techniques for print, video, animation and the web. Students will develop skills in luminance, color and exposure to optimize images with adjustment layers and masks, and cutting-edge selection techniques. There will be a focus in post processing for landscape, portrait and panoramic imaging suited for the artist, photographer and design student. This course has the option of a letter grade or pass/no pass. This course is also listed as CSIS 74. ADVISORY: DM/ART/CSIS 75 PhotoShop I.

DM 75  Photoshop I - Adobe Photoshop  
Units: 3.0  Hours: 3.0 Lecture  
Transferable: CSU; GAV-GE.C1  
This is an entry level course in mastering Adobe’s Photoshop software. Students will learn creative and fundamental processes in professional digital image editing. Hands on lessons provide students with skills to manage today’s image libraries. Students will be introduced to Photoshop’s Bridge and Camera Raw utilities while crafting state of the art compositions for print, video, animation and the web. There is a focus on basic tonal and color adaptations, digital painting, black and white conversion, special effects, and correction and restoration techniques. This course has the option of a letter grade or pass/no pass. This course is also listed as CSIS 75. ADVISORY: CSIS 124 (Windows Fundamentals), CSIS 2L.

Computerized Accounting: see Accounting Corrections: see Administration of Justice CPR: see Allied Health Desktop Publishing: see CSIS
DM 76  Digital Illustration  
**Units:** 3.0  
**Hours:** 2.0 Lecture and 3.0 Laboratory  
**Transferable:** CSU; GAV-GE:C1  
Illustration techniques using computer Bezier curve-based illustration software tools to do diagrams and graphics for use in art, desktop publishing, web graphics, multimedia, and computer presentations. This basic illustrator course is focused on the technical and historical aspects of digital design and illustration as well as the development of personal artistic expression and visual perception through the use of the digital illustration medium. The course will include lectures and discussions about color, composition and content, computer and illustration program use, printing and presentation techniques. This course has the option of a letter grade or pass/no pass. This course is also listed as CSIS 76. ADVISORY: CSIS 1 or CSIS 2 or equivalent computer experience.  

DM 77  Introduction to Digital Media and its Tools  
**Units:** 3.0  
**Hours:** 2.0 Lecture and 3.0 Laboratory  
**Transferable:** CSU; UC; GAV-GE:C1  
An introduction to the field of digital media, including history, social impact, concepts, career options and industry trends. Applying learned visual and aural design principles, students will explore the use of computer-based tools in the design and production of digital media by creating and editing digital images, sounds, video, animation, and text. A comprehensive term project for publication on the web or CD ROM will be required. This course is also listed as CSIS 77. This course has the option of a letter grade or pass/no pass. ADVISORY: CSIS 124, CSIS 1, CSIS 2/2L, CSIS 3, or familiarity using the Macintosh or Windows operating system.  

DM 79  Portfolio Development  
**Units:** 1.0  
**Hours:** 1.0 Lecture  
**Transferable:** CSU; GAV-GE:C1  
Transferable: CSU; UC; GAV-GE:C1  
The planning and production of personal portfolios and self-promotion materials, including online, print, slides, and e-media (CD ROM, DVD) portfolios; cover letters, and resumes. Focuses on self-promotion for jobs, self-employment, or advanced education in the fields of Art, Computer Graphic Design and Digital Media. Students will leave the class with one or more portfolios representing their work. This course has the option of a letter grade or pass/no pass. This course is also listed as CSIS 79. No credit for those who have passed ART 79.  

DM 80  Digital Photography  
**Units:** 3.0  
**Hours:** 2.0 Lecture and 4.0 Laboratory  
**Transferable:** UC, UC; GAV-GE:C1  
The study of digital photography from digital camera to the computer-based printer or digital media. Artistic, theoretical, and technical aspects will be considered. Topics include information about types and purchasing of digital cameras; theory, mechanics, and art of digital imagery; digital darkroom; eccentricities of digital photo taking; stitching photos for virtual reality; and preparing digital images for print, World Wide Web and other digital media. This course has the option of a letter grade or pass/no pass. This course is also listed as CSIS 80. ADVISORY: CSIS 1 or CSIS 2/2L or ART 8A or equivalent computer experience.  

DM 85  Web Design I: Dreamweaver  
**Units:** 3.0  
**Hours:** 3.0 Lecture  
**Transferable:** CSU; GAV-GE:C1  
Basic and intermediate principles of designing web pages using Dreamweaver, HTML and CSS. Emphasis will be on concept development, interface and navigation design, layout principles and the use of Dreamweaver and CSS to execute, develop, and maintain professional Web sites. Topics will include enhanced text formatting, tables, styles, forms, frames, image maps, and background colors and patterns. Course also includes the integration of multimedia components such as graphics, sound, animation, and video. This course is also listed as CSIS 85. This course has the option of a letter grade or pass/no pass. ADVISORY: CSIS 6 or basic knowledge of HTML.  

DM 98  Special Topics  
**Units:** 5 TO 3.0  
**Hours:** 5 TO 3.0 Lecture  
**Transferable:** CSU  
Special topics courses examine current problems or issues of interest to students within a specific discipline area. For topical content information, consult with the appropriate department chairperson. For transfer status, check with a counselor. May be repeated for credit with different topics. This course has the option of a letter grade or pass/no pass.  

DM 107  Digital Media Design  
**Units:** 3.0  
**Hours:** 2.0 Lecture and 3.0 Laboratory  
**Transferable:** CSU  
Design for visual, time-based, and interactive media and print documents. Concentrates on graphic/visual design, but also includes basic storytelling, information architecture, and human experience design. Applicable to the design and development of business presentations and print products, interactive media, educational multimedia, animation, web sites, video games, and film/video. This course has the option of a letter grade or pass/no pass. Also listed as CSIS 107. ADVISORY: CSIS 1 or CSIS 2/2L or equivalent computer experience.  

DM 108  Digital Media Lab  
**Units:** 5 TO 3.0  
**Hours:** 1.5 TO 9.0 Laboratory  
**Transferable:** CSU; GAV-GE:C1  
Supervised practice and individualized computer assisted learning or 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/design authoring, DVD/CD ROMs, animation). Supplements lecture courses. Open entry/exit, so may be added anytime during the semester. This is a pass/no pass course. Also listed as CSIS 108. ADVISORY: CSIS 1 or CSIS 2/2L or equivalent computer experience.  

DM 110  Interactive Animation: Flash  
**Units:** 3.0  
**Hours:** 2.0 Lecture and 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. ADVISORY: CSIS 1, CSIS 2/2L, CSIS 124 or basic computer knowledge.  

DM 111  Sound Design for Digital Media  
**Units:** 3.0  
**Hours:** 2.0 Lecture and 3.0 Laboratory  
**Transferable:** CSU  
Study and practice of the techniques and aesthetics of sound design especially for digital media (i.e., digital video/film, DVD, video games, WW, and presentations.) Recording (including live audio), mixing and processing of Foley effects, ADR, voice-overs, sound tracks, and narration. This is not a music composition course, but use of sampled and electronic music/loops for creating background music will also be studied. This course has the option of a letter grade or pass/no pass. ADVISORY: CSIS 1 or CSIS 2/2L or equivalent computer knowledge.  

DM 113  Introduction to Digital Video  
**Units:** 3.0  
**Hours:** 2.0 Lecture and 3.0 Laboratory  
**Transferable:** CSU; GAV-GE:C1  
Introduction to the aesthetic and technical aspects of single camera digital video recording, non-linear editing, visual effect generation, and production of video (and associated audio) using the personal computer equipped with specialized production equipment (e.g, High Definition camcorder and DSLRs, lighting, glide cam) plus software such as Final Cut Pro, Motion, and After Effects. Also considered will be the preparation of digital video for distribution in interactive media such as CDs, DVDs, mobile devices, and the World Wide Web. Students will produce a final video project for distribution in various media formats. This course has the option of a letter grade or pass/no pass. ADVISORY: CSIS 1 or CSIS 2/2L or equivalent computer experience.  

DM 114  Digital Media Production  
**Units:** 2.0  
**Hours:** 2.0 Lecture  
**Transferable:** CSU  
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 ROM, 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 estimates, 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. ADVISORY: At least one of the following: ART 75, CGE 2, JOUR 18A, MUS 21, CSIS 7, CSIS 71, OR CSIS 77. or possess equivalent skills from any one of the following areas: digital media, computer graphics, digital print, film, TV/video, journalism (publishing), drawing or illustration, web design/development, business/marketing, or programming.
DM 117   Visual Effects - Motion Graphics  
Units: 3.0  Hours: 2.0 Lecture and 3.0 Laboratory  
Transferable: CSU, UC  
Study of the design of motion graphics and special effects used in digital video and film, web, multimedia, and interactive games. Includes video/graphics compositing techniques, 2D animation, basic 3D animation, and special effects commonly generated in digital post-production. Software such as Adobe After Effects or Apple’s Motion will be used. This course has the option of a letter grade or pass/no pass. This course is also listed as CSIS 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.

DM 140   Basic Digital Film / Video Production  
Units: 1.0  Hours: 1.0 Lecture  
Transferable: CSU, UC; GAV-GE.C1  
An on-line self-paced course covering the basics of film/video production and post production (editing) using an “easy to use” computer software such as Apple’s iMovie. 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. This course has the option of a letter grade or pass/no pass. This course is also listed as CSIS 140.

Disability: see Voc Prep - Disability, Phys Ed - Adapted

Drama: see Mass Communications & TV, Theatre Arts

DRLT 200   Introduction to the Trade  
Units: 2.0  Hours: 36.0 Lecture  
This course is an introduction to drywall/lathing apprenticeship, state and federal apprenticeship laws, apprenticeship record keeping, apprentice evaluation procedures, general safety, work ethic, sexual harassment issues, and basic tools of the trade.

DRLT 202   Basic Applications  
Units: 1.5  Hours: 4.0 Lecture and 32.0 Laboratory  
This course is an introduction to basic gypsum wall covering and ceiling applications. Topics include knot recognition and application to rigging on construction job-sites.

DRLT 205   Mathematics Review  
Units: 2.0  Hours: 32.0 Lecture and 4.0 Laboratory  
This course covers mathematics applications to drywall and lathing trades with specific focus on mathematical processes related to construction. Basic topics include whole numbers, fractions, decimal fractions, ratios, proportions, percentages, areas and volumes. This course has the option of a letter grade or pass/no pass.

DRLT 210   Residential Metal Stud Framing  
Units: 1.5  Hours: 4.0 Lecture and 32.0 Laboratory  
This course covers basic residential metal framing. It includes framing of floors, walls, doors, windows, roofs, trusses and stairs. This course has the option of a letter grade or pass/no pass.

DRLT 212   Doors, Frames, Hardware and Windows  
Units: 1.5  Hours: 4.0 Lecture and 32.0 Laboratory  
This course covers doors, windows, door and window framing, and exterior wall covering systems. Topics include an introduction to blueprints and building codes. This course has the option of a letter grade or pass/no pass.

DRLT 220   Blueprint Reading I  
Units: 1.5  Hours: 21.0 Lecture and 15.0 Laboratory  
This course covers job specifications, blueprint structure and basic blueprint reading and interpretation. Topics include an introduction to construction drawings and sketching. This course has the option of a letter grade or pass/no pass.

DRLT 221   Blueprint Reading II  
Units: 1.5  Hours: 12.0 Lecture and 24.0 Laboratory  
This course is a continuation of Blueprint Reading I (DRLT 200). Topics include interpretation, problem solving, correlating specifications, prints, addenda, notes, sections and mathematics used with blueprints. This course has the option of a letter grade or pass/no pass.

DRLT 222   Applied Blueprint Technology  
Units: 1.5  Hours: 12.0 Lecture and 24.0 Laboratory  
This course is a continuation of Blueprint Reading II (DRLT 221). Topics include take-offs, material estimates, material requisition, job costs and layout from blueprints. This course has the option of a letter grade or pass/no pass.

DRLT 230   Welding Heavy Gauge  
Units: 1.5  Hours: 6.0 Lecture and 30.0 Laboratory  
This course covers welding and welding concepts for construction job sites. Topics include welding safety, basic welding terms, definitions, positions, and cutting operations. This course has the option of a letter grade or pass/no pass.

DRLT 231   Welding Light Gauge  
Units: 1.5  Hours: 6.0 Lecture and 30.0 Laboratory  
This course is a continuation of Welding I (DRLT 230). Topics include weldng safety, concepts, process, symbols, and certification performance. This course has the option of a letter grade or pass/no pass.

DRLT 240   Commercial Framing Systems and Fire Control  
Units: 1.5  Hours: 6.0 Lecture and 30.0 Laboratory  
This course covers safety, principles, theory, and application of advanced fire control systems. Topics include principles and applications of partitions and metal framing. This course has the option of a letter grade or pass/no pass.

DRLT 242   Exterior Systems and Trims  
Units: 1.5  Hours: 6.0 Lecture and 30.0 Laboratory  
This course covers safety, principles, and application of exterior wall framing, coverings, and trims. This course has the option of a letter grade or pass/no pass.

DRLT 250   Interior Metal Lath Systems  
Units: 1.5  Hours: 6.0 Lecture and 30.0 Laboratory  
This course covers materials, principles, theory, and installation of lath and plaster interior hollow walls and partitions. Topics include principles, and application of sound control systems and an introduction to mathematics and layout for building arches. This course has the option of a letter grade or pass/no pass.

DRLT 260   Shaft Protection and Ceiling Systems  
Units: 1.5  Hours: 6.0 Lecture and 30.0 Laboratory  
This course covers safety, materials, principles, theory, and installation of furring, arch systems, and fire retardant materials. This course has the option of a letter grade or pass/no pass.