

COS 221 Advanced Scientific Skin Care (Esthetics)**Units:** 4-8 **Hours:** 3 Lecture, 15 Laboratory**Prerequisite:** Completion of COS 220 or equivalent.**Transferable:** No

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.

COS 290 Occupational Work Experience/Cosmetology**Units:** 1-4 **Hours:**

Required: Declared vocational major. Concurrent enrollment in seven or more units (including CWE units, except for summer school. For summer school, enrollment in one other class is required). Minimum 2.00 G.P.A.

Transferable: No

College credit for learning experience obtained on the job in accordance with a training plan developed cooperatively between the employer, college and student. 75 hours per semester per unit or 60 hours per semester for unpaid experience. This is a pass/no pass course. May be taken for a maximum of 16 work experience units.

CPR: see Allied Health**Desktop Publishing: see CSIS or DM****DIGITAL MEDIA****DM 6 Web Page Authoring I****Units:** 2 **Hours:** 2 Lecture**Advisory:** CSIS 1 or CSIS 2 or CSIS 3/LIB 3 advised.**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. May be repeated three times for credit. Also listed as CSIS 6 and LIB 6.

DM 7 Web Page Authoring II**Units:** 2 **Hours:** 2 Lecture**Advisory:** CSIS 6**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. May be repeated three times for credit. This course is also listed as CSIS 7.

DM 48A Computer Art I**Units:** 3 **Hours:** 2 Lecture, 4 Laboratory**Advisory:** Eligible for English 250 and English 260; concurrent enrollment in CSIS 1 recommended.**Transferable:** CSU

A survey course focused on digital art and the technical and historical aspects of digital imaging. Students will engage in the development of personal artistic expression and visual perception in the creation of a unified body of digitally generated artwork utilizing creative digital image processing software. The course will include lectures and discussions about composition and content, computer hardware and peripheral use, digital image processing software, digital materials, input and output devices, and presentation techniques. Lectures will include the basics of animation, 3-D graphics, and web ready graphics. Also listed as Art 48A.

DM 48B Computer Art II**Units:** 3 **Hours:** 2 Lecture, 4 Laboratory**Advisory:** Art 48A**Transferable:** CSU

Advanced digital art and the technical and historical aspects of advanced digital imaging. Students will engage in the development of personal artistic expression and visual perception in the creation of a unified body of digitally generated artwork utilizing creative digital image processing software. The course will include lectures and discussions about composition and content, computer hardware and peripheral use, digital image processing software, digital materials, input and output devices, and presentation techniques. Lectures will include advanced animation, 3-D graphics, and web ready graphics. Also Listed as ART 48B.

DM 60 3D Animation I**Units:** 3 **Hours:** 2 Lecture, 3 Laboratory**Advisory:** Any of the following: DM 77, DM 75, DM 76, DM 110, CGD 2, ART 48A, ART 48B, or equivalent.**Transferable:** CSU

Fundamentals and aesthetics of digital 3D animation, including modeling, animation and rendering. Focus on computer animation tools and techniques including workflow and storyboarding. Builds a solid foundation for developing character animation, architecture walkthroughs, and special-effect sequences. This course has the option of a letter grade or pass/no pass.

DM 61 3D Animation II**Units:** 3 **Hours:** 2 Lecture, 3 Laboratory**Advisory:** DM 60 or equivalent experience.**Transferable:** CSU

This class extends animation into character modeling, soundtrack synchronization, advanced shading, lighting, rendering and compositing techniques. May include topics such as particles, dynamics, and scripting. This course has the option of a letter grade or pass/no pass.

DM 71 Desktop Publishing - Adobe PageMaker**Units:** 3 **Hours:** 2 Lecture, 3 Laboratory**Advisory:** CSIS 124**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 industry standard software. This course has the option of a letter grade or pass/no pass and may be repeated once for credit. This course is also listed as CSIS 71.

DM 72 Desktop Publishing - QuarkXPress**Units:** 3 **Hours:** 2 Lecture, 3 Laboratory**Advisory:** CSIS 124 and CSIS 126**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 advertisement. Included in the course will be the basic page layout and design principles and integrating text and graphics to create attractive business publications. The course will be taught with industry standard software. This course has the option of a letter grade or pass/no pass. This course may be repeated once for credit. This course is also listed as CSIS 72.

DM 73 Desktop Publishing - Adobe InDesign**Units:** 3 **Hours:** 3 Lecture**Advisory:** Completion of CSIS 1 or completion of CSIS 2.**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. May be repeated three times for credit. This course has the option of a letter grade or pass/no pass. Also listed as CSIS 73.

DM 74 Advanced Photoshop**Units:** 3 **Hours:** 3 Lecture**Advisory:** CSIS 75 PhotoShop I**Transferable:** CSU; GAV-GE: C1

This course is for the PhotoShop-experienced student and explores PhotoShop's advanced features in depth. Students work on projects, which challenge their creativity and technical ability, and will be encouraged to develop complex projects for the web and for the printed page. 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 ART 74 and CSIS 74.

DM 75 PhotoShop I - Adobe PhotoShop**Units:** 3 **Hours:** 2 Lecture, 3 Laboratory**Advisory:** CSIS 124 (Windows Fundamentals), CSIS 2L**Transferable:** CSU; GAV-GE: C1

This course is based on the software application Adobe PhotoShop. Students learn to scan photographs and manipulate them using Photoshop tool box and special effects filters. They will learn to correct photos; mask image using channels; create duotone, tritone, and quadtone images; prepare photos for use in printing and on the web. This course has the option of a letter grade or pass/no pass. May be repeated three times for credit. Students who repeat this course will learn new and advanced features. This course is also listed as CSIS 75.

DM 76 Digital Illustration**Units:** 3 **Hours:** 2 Lecture, 3 Laboratory**Advisory:** CSIS 1 or CSIS 2 or equivalent computer experience.**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 ART 76 and CSIS 76.

DM 77 Introduction to Digital Media and its Tools**Units:** 3 **Hours:** 2 Lecture, 3 Laboratory**Advisory:** CSIS 124, CSIS 1, CSIS 2/2L, CSIS 3, or familiarity using the Macintosh or Windows operating system.**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 ART 77 and CSIS 77. This course has the option of a letter grade or pass/no pass. May be repeated twice for credit.

DM 79 Portfolio Development**Units:** 1 **Hours:** 1 Lecture**Transferable:** CSU; 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 Digital Media, Art, and Computer Graphic Design. 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 ART 79 and CSIS 79.

DM 80 Digital Photography**Units:** 3 **Hours:** 2 Lecture, 3 Laboratory**Advisory:** CSIS 1 or CSIS 2/2L or ART 8A or equivalent computer experience.**Transferable:** CSU; 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 ART 80 and CSIS 80.

DM 85 Web Design I: Dreamweaver**Units:** 2 **Hours:** 2 Lecture**Advisory:** CSIS 6 or basic knowledge of HTML.**Transferable:** CSU; GAV-GE: C1

Basic and intermediate principles of designing Web pages/sites using the Dreamweaver web design software and HTML. Emphasis will be on good design and the use of tables, frames, forms, rollovers, DHTML, XHTML, behaviors, and CSS. Also includes site maintenance and the integration of multimedia components such as graphics, sound, animation, and video. This course is for the content person to design, develop, and maintain effective Web sites. This course is also listed as ART 85 and CSIS 85. This course has the option of a letter grade or pass/no pass. May be repeated twice for credit.

DM 107 Digital Media Design**Units:** 2 **Hours:** 1.5 Lecture, 1.5 Laboratory**Advisory:** CSIS 1 or CSIS 2/2L or equivalent computer experience**Transferable:** CSU

Fundamentals of design for visual, time-based, interactive, and sound arts as applied to digital media. Includes basic storytelling, graphic design, information architecture, and human factors. Page layout, scriptwriting, storyboards, and flow charts will be used as tools applicable to the design and development of business presentations, 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 ART 107 and CSIS 107.

DM 108 Digital Media Lab**Units:** .5-3 **Hours:** 9 Laboratory**Advisory:** CSIS 1 or CSIS 2/2L or equivalent computer experience.**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 ART 108 and CSIS 108. May be repeated three times for credit.

DM 109 Interactive Animation and Authoring: Director**Units:** 3 **Hours:** 2 Lecture, 3 Laboratory**Advisory:** CSIS 1/1L Computer Literacy (& Lab) or CSIS 2/2L Computers in Business (& Lab); CSIS 77 Intro. to Digital Media and its Tools.**Transferable:** CSU

Use of animation/interactive multimedia development software (Macromedia Director) and techniques for designing business presentations, interactive multimedia, educational materials, interactive web animation, computer games, and video animation. The study of interactivity and integration of multiple types of art content such as 2D and 3D animation, digital video, graphics, and sound. Applicable to the design and production of CD-ROMs and web sites. This course has the option of a letter grade or credit/ no credit. Also listed as CSIS 109.

DM 110 Interactive Animation: Flash**Units:** 3 **Hours:** 2 Lecture, 3 Laboratory**Advisory:** CSIS 1, CSIS 2/2L, CSIS 124 or basic computer knowledge.**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 ART 110 and CSIS 110. May be repeated three times for credit.

DM 111 Sound Design for Digital Media**Units:** 3 **Hours:** 2 Lecture, 3 Laboratory**Advisory:** CSIS 1 or CSIS 2/2L or equivalent computer knowledge.**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, WWW, 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.

DM 113 Introduction to Digital Video**Units:** 3 **Hours:** 2 Lecture, 3 Laboratory**Advisory:** CSIS 1 or CSIS 2/2L or equivalent computer experience**Transferable:** CSU; GAV-GE: C1

Introduction to the aesthetic and technical aspects of digital video recording, non-linear editing, special effect generation, and production of video (and associated audio) using the personal computer equipped with specialized software such as iMovie, 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 2 times for credit. Also listed as ART 113 and CSIS 113.

DM 114 Digital Media Production**Units:** 2 **Hours:** 2 Lecture**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.**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 ART 114 and CSIS 114.

DM 116 DVD Authoring**Units:** 2 **Hours:** 1.5 Lecture, 1.5 Laboratory**Advisory:** CSIS 1 or CSIS 2/2L or equivalent computer experience**Transferable:** CSU

Study of the artistic and technical aspects of authoring interactive DVDs (Digital Video/Versatile Disk). Special attention will be given to interactive design and the integration and conversion (encoding) of time-based media (e.g., multi-angle video, animation, Dolby sound) special to this media format. Students will be able to produce their own DVD of video, slide shows, and/or interactive games. This course has the option of a letter grade or pass/no pass. May be repeated two times for credit. Also listed as ART 116 and CSIS 116.

DM 117 Motion Graphics/Special Effects**Units:** 3 **Hours:** 2 Lecture, 3 Laboratory**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.**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. May be repeated for credit. This course has the option of a letter grade or credit/non-credit. This course is also listed as ART 117 and CSIS 117.

DM 140 Basic Digital Film/Video Production**Units:** 1 **Hours:** 1 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 "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. 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 ART 140 and CSIS 140.

Drama: See Theatre Arts**Early Childhood Education: See Child Development****Earth Science: See Geology, Geography****ECOLOGY****ECOL 1 Conservation of Natural Resources****Units:** 4 **Hours:** 3 Lecture, 3 Laboratory**Advisory:** Eligible for English 250 and English 260.**Transferable:** CSU; UC; CSU-GE: B2, B3; IGETC: 5B; GAV-GE: B2, B3

This course examines the fundamentals of ecology (the study of the relationships between organisms and their environment) with special emphasis on human effects on the environment. Topics of discussion will include ecosystem dynamics, resources, pollution, population growth, and the clash between economic and political policy and the environment.

Education: see Child Development**ECONOMICS****ECON 1 Principles of Macroeconomics****Units:** 3 **Hours:** 3 Lecture**Advisory:** Eligible for English 1A and Mathematics 233.**Transferable:** CSU; UC; CSU-GE: D2; IGETC: 4B; GAV-GE: D2; CAN: ECON 2

Introduction to the principles of macroeconomics, social organization of the economy; supply and demand; the determinants of national income and production, economic growth, the global economy and trade, employment, prices, savings and investment; the nature and effectiveness of monetary and fiscal policy. This course has the option of a letter grade or pass/no pass.