

**ART 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 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, CSIS 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 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 two times for credit. Also listed as CSIS 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 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 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, GBUS 80, CGD 2, JOUR 18A, MUS 21, CSIS 7, CSIS 71 OR CSIS 77. or 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, web design/development, business/marketing, or programming.

**ART 116 DVD Authoring**

**Units:** 2.0 **Hours:** 1.5 lecture 1.5 Laboratory  
**Transferable:** CSU; GAV-GE:C1

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 CSIS 116 and DM 116. ADVISORY: CSIS 1 or CSIS 2/2L or equivalent computer experience

**ART 117 Visual Effects-Motion Graphics**

**Units:** 3.0 **Hours:** 2.0 lecture 3.0 Laboratory  
**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 3 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 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 "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 DM 140 and CSIS 140.

**ART 190 Occupational Work Experience/Commercial Art**

**Units:** 1.0 TO 4.0 **Hours:** 5.0 TO 20.0 Laboratory  
**Transferable:** CSU; GAV-GE:C1

The application of learned theory, knowledge, and skills to a practical job setting related to the student's educational/occupational goal. Employment must be directly related to the student's college educational/occupational goal. Periodic interviews of the students and employers or their representatives will be required. Each student shall be assisted in the development of individualized performance objectives, toward which the learning experience shall be directed. REQUIRED: Enrollment in a minimum of seven (7) units, including Cooperative Work Experience, during regular semesters; enrollment in at least one other class in summer session.

**ASTRONOMY****ASTR 1 Introduction to General Astronomy**

**Units:** 3.0 **Hours:** 3.0 Lecture  
**Transferable:** CSU, UC; CSU-GE:B1, IGETC:5A; GAV-GE:B1

An introduction to the realm of astronomy and space science. Topics to be covered include the historical development of astronomy, the physics of gravitation and radiation, the solar system, stellar astronomy, galactic and extragalactic astronomy, and cosmology. ADVISORY: Mathematics 205 and eligible for English 250 and English 260.

**Athletics: see Physical Education (PE)**

**AVIATION FLIGHT TECHNOLOGY****AFT 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.