

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. This course was previously listed as 191C.

Computerized Accounting: see Accounting

Corrections: see Administration of Justice

CPR: see Allied Health

Desktop Publishing: see CSIS

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 3 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

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

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 college credit for those who have passed ART 79.

DM 80 Digital Photography

Units: 3.0 **Hours:** 2.0 Lecture and 4.0 Laboratory
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 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, 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. 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 "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

DRYWALL - LATHING APPRENTICE

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 welding 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 application 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 ceiling systems, demountable partitions, and shaft systems. This course has the option of a letter grade or pass/no pass.

DRLT 262 Arches, Furring and Advance 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.