

Associate in Science Degree  
Certificate of Achievement  
Certificate

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Graphic Communication, Degree and Certificate of Achievement  
Web Design, Certificate of Achievement

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## Program Information

The Graphic Communication Department partners with industry leaders to develop coursework that blends solid theoretical training with digital tools. Faculty members ensure student understanding of the principles of design, typography, color theory, layout, composition, visual message-making, user interface, animation, 3D modeling, and game design while preparing them for real-world employment or transfer to a four-year university or design school. Graphic Communication has been inspiring creative emergence and developing professional marketability for over three decades.

The program consists of three distinct areas:

- Graphic and Web Design
- Computer Animation and Modeling
- Game Design

Courses within these areas focus on specific skills and technical competencies to promote success in the workplace and transfer to four-year colleges and art schools.

## Graphic and Web Design

These courses focus on design concepts / theory and computer-related skills that are applicable to the print and web design industry. The curriculum is under close advisement from industry contacts to ensure students are equipped with skills and practices that are current. Students build and polish a professional digital or web-based portfolio demonstrating a thorough understanding of design and marketing concepts, communication aesthetics, creative process, and proficiency in computer-based tools. Courses will prepare students for transfer to a four-year college or employment opportunities within the design industry. Employers include publication and book design, graphic design studios, government agencies, in-house design departments, or self-employment.

## 3D Animation and Modeling

These courses stress the importance of animation and modeling principles while using high-end industry standard software. The curriculum is under close advisement from industry contacts to ensure students are equipped with skills and practices that are current. Opportunities include transfer to a four-year college, transfer to private animation schools, employment in animation studios, 3D visualization and modeling, special effects houses, video game industry, the motion picture industry, and independent animator / filmmaker.

## Video Game Design

These courses provide a concentration on the exciting and popular emerging technology of Video Game Design. The curriculum is under close advisement from industry contacts to ensure students are equipped with skills and practices that are current. Students will study the art and science involved in the creation and development of computer games. Students will employ principles of animation, interactive story telling, game theory, character development, and modeling and rigging. Students will be prepared for transfer to a four-year college, internships in the game design industry, or working as an independent designer.

## Graphic Communication

Associate in Science Degree  
Certificate of Achievement

### Program Information

Graphic Communication develops coursework in conjunction with Northern California industry leaders. Our courses offer students both current technology and contemporary theory in graphic design, digital illustration, image editing, Web design, page layout, interactive design, computer animation, 3D modeling, motion design, and game design. A minimum of 30 units are required to earn the A.S. Degree. Repeating the same courses, even with a different software application or version, does not count toward the 30-unit minimum requirement.

The Graphic Communication Department partners with industry leaders to develop coursework that blends solid theoretical training with the latest technical tools. Faculty members ensure student engagement with principals of typography, color theory, layout, form, visual message-making, interaction, motion, animation, and game design while preparing students for real-world employment or transfer to a 4-year institution. Graphic Communication has been inspiring creative emergence and developing professional marketability for over three decades.

### Recommended High School Preparation

Students should complete courses in one or more of the following: art, design, computer skills, photography, journalism, and creative writing.

### Upon completion of this program, the student will be able to:

- demonstrate a comprehensive understanding and application of design theory and processes for creating original work.
- evaluate design opportunities, explore visual responses, and introduce and explain final results to an audience.
- determine the appropriate tool to solve a visual communication need.

- apply appropriate type, color, form, and imagery to a visual project.
- plan, design, and produce a multi-paged/multifaceted project in one or more of these mediums—print, Web, interactive, 3D, animation or video game.
- communicate with the current and appropriate design industry vocabulary.
- utilize design as tool of engagement in issues of sustainability, social responsibility, economic equality, and cultural understanding.

**Career Opportunities**

Career Opportunities may be found in graphic design studios, publications, animation studios, video game design studios, in-house agencies, and self-employment/freelance.

**Required Program**

**Units**

A minimum of 30 units from the following: .....	30
GCOM 101 Introduction to the Macintosh (1.5)	
GCOM 103 Introduction to Adobe Acrobat (1.5)	
GCOM 105 Photoshop Special Features (1.5)	
GCOM 280 Experimental Offering in Graphic Communication, Design Related (0.5 - 4)	
GCOM 284 Experimental Offering in Graphic Communication, Image Editing Related (0.5 - 4)	
GCOM 286 Experimental Offering in Graphic Communication, Multi-Media Related (0.5 - 4)	
GCOM 288 Experimental Offering in Graphic Communication, Page Layout Related (0.5 - 4)	
GCOM 313 Digital Layout 1 (3)	
GCOM 314 Digital Layout 2 (3)	
GCOM 319 Print and Multimedia Publication Design (3)	
GCOM 330 Digital Imaging 1 (3)	
GCOM 331 Digital Imaging 2 (3)	
GCOM 332 Digital Imaging 3 (3)	
GCOM 340 Digital Illustration for Graphic Design 1 (3)	
GCOM 341 Digital Illustration for Graphic Design 2 (3)	
GCOM 343 Graphic Design Production (3)	
GCOM 345 Advanced Graphic Design Production (3)	
GCOM 347 Typography: Principles and Creation (3)	
GCOM 349 Portfolio (1.5)	
GCOM 350 Skills and Resources for Graphic Professionals (3)	
GCOM 360 Introduction to Web and Interactive Technologies (3)	
GCOM 361 Beginning Creative Web Design (3)	
GCOM 362 Intermediate Creative Web Design (3)	
CISW 470 Web Projects (3)	
or GCOM 370 Web Projects (3)	
GCOM 380 Interactive Design 1 (3)	
GCOM 383 Interactive Design 2 (3)	
GCOM 390 Motion Design 1 (3)	
GCOM 400 Introduction to the Principles of Animation (3)	
GCOM 401 Introduction to Computer Animation (3)	
GCOM 402 Beginning 3D Modeling and Rigging (3)	
GCOM 410 Advanced Computer Animation (3)	
GCOM 420 Video Game Design (3)	
GCOM 424 Video Game Art (3)	
GCOM 426 Video Game Level Design (3)	
GCOM 490 Graphic Communication Studio (0.5 - 4)	
GCOM 492 Media Professional - Production Lab (1 - 4)	
GCOM 495 Independent Studies in Graphic Communication (1 - 3)	
GCOM 498 Work Experience in Graphic Communication (1 - 4)	

**Associate in Science Degree**

The Associate in Science (A.S.) Degree may be obtained by completion of the required program, plus general education requirements, plus sufficient electives to meet a 60-unit total. See SCC graduation requirements.

**Certificate of Achievement**

The Certificate of Achievement may be obtained by completion of the required program with grades of “C” or better.

**Web Design**

**Certificate of Achievement**

**Program Information**

Web Design involves the visual design of Web graphics and the visual design of a Web site experience. The Web Design Certificate requires learning graphic and visual design principles for Web application, industry standard software, and Web page construction and design, and animation and interactivity for Web sites. This certificate should prepare students for an entry-level position working in a Web design-related field.

**Career Opportunities**

Career Opportunities include employment at Web design studios, graphic design studios, or self-employment.

**Upon completion of this program, the student will be able to:**

- create a visual solution and interface for a multi-paged Web site.
- utilize industry vocabulary for effective communication with clients and other Web professionals.
- evaluate the needs of a client, plan, and execute a site that meets those needs.
- design graphics and navigation that create a Web site experience for a target audience.
- properly prepare graphic and html files for efficient uploading and viewing on the Web.
- apply appropriate type, color, layout design, and imagery to a Web site.
- demonstrate and analyze graphic design principles and how to modify them to satisfy the technical limitations on the Web.

**Required Program**

**Units**

GCOM 101 Introduction to the Macintosh (1.5).....	1 - 1.5
or CISC 320 Operating Systems (1)	
or CISC 323 Linux Operating System (1)	
or CISC 305 Introduction to the Internet (1)	
GCOM 330 Beginning Photoshop.....	3
GCOM 332 Advanced Image Editing for Web/Multimedia, Using Adobe Photoshop (3).....	3
GCOM 340 Beginning Adobe Illustrator .....	3
GCOM 360 Introduction to Web and Interactive Technologies ...	3
CISW 320 Introduction to Web Site Development.....	3
GCOM 361 Beginning Creative Web Design.....	3
GCOM 362 Intermediate Creative Web Design.....	3
GCOM 363 Advanced Creative Web Design (Adobe Flash) (3)...	3
or GCOM 383 Intermediate Interactive Design (3)	
or CISW 405 ActionScript for Flash (3)	
GCOM 370 Web Projects (3) .....	3
or CISW 470 Web Projects (3)	

**Total Units Required**

**28 - 28.5**

## Certificate of Achievement

The Certificate of Achievement may be obtained by completion of the required program with grades of "C" or better.

## Graphic Communication (GCOM)

### **GCOM 101 Introduction to the Macintosh 1.5 Units**

*Prerequisite: None.*

*Hours: 18 hours LEC; 27 hours LAB*

This course is designed to give students a basic understanding of the Macintosh platform. Instruction will include setting up the Macintosh hardware—from box to operation; adding peripherals; installing the most current system software; general operating techniques which include system software tips and proper startup and shutdown procedures; and troubleshooting procedures. Also included is an introduction to the iLife series of software that comes with the Mac.

### **GCOM 103 Introduction to Adobe Acrobat 1.5 Units**

*Prerequisite: None.*

*Hours: 18 hours LEC; 27 hours LAB*

Students will learn to use Adobe Acrobat to create, modify, and enhance PDF documents in Portable Document Format (PDF). Additionally, students will learn to create a PDF document from either an electronic or paper file. A variety of tools and features allow students to add interactive elements to documents from custom hyperlinks and media clips to form fields and buttons. Students will also learn to use Acrobat to create a searchable electronic library of files. This course may be taken three times for credit, provided that the software version has changed.

### **GCOM 105 Photoshop Special Features 1.5 Units**

*Prerequisite: GCOM 330 with a grade of "C" or better; or equivalent experience.*

*Hours: 18 hours LEC; 27 hours LAB*

Students will learn how to use Adobe Photoshop techniques in the process of creating artistic pieces and a final design project. Through lecture and hands-on exercises, students will learn to create and edit digital image types for any digital, creative, or visual situation. Topics include the use of channels, layers, brushes, filters, typography, color, gradients, and adjustments. Emphasis is placed on gaining creative control over every step in the creative process as well as efficient practices in handling the program. The techniques covered in this course can be applied to various digital media output methods including print design, Web design, 3D animation, and digital video.

### **GCOM 280 Experimental Offering in Graphic Communication, Design Related .5-4 Units**

*Prerequisite: None.*

*Hours: 36 hours LEC; 54 hours LAB*

This is a specialized course in Graphic Design, developed in cooperation with industry to address new and emerging technology and occupational training needs. Please see schedule note for specific course topic.

### **GCOM 284 Experimental Offering in Graphic Communication, Image Editing Related .5-4 Units**

*Prerequisite: None*

*Hours: 54 hours LEC; 162 hours LAB*

A specialized course developed in cooperation with industry to address new and emerging technology and occupational training needs in the area of image editing. This course may be taken three times for credit as software versions change. Students will receive .5 unit for each 9 hours of lecture or 27 hours of lab work completed.

### **GCOM 286 Experimental Offering in Graphic Communication, Multi-Media Related .5-4 Units**

*Prerequisite: None*

*Hours: 54 hours LEC; 162 hours LAB*

A specialized course developed in cooperation with industry to address new and emerging technology and occupational training needs. This course may be taken three times as software versions change. Students will receive .5 unit for each 9 hours of lecture or 27 hours of lab work completed.

### **GCOM 288 Experimental Offering in Graphic Communication, Page Layout Related .5-4 Units**

*Prerequisite: None*

*Hours: 54 hours LEC; 162 hours LAB*

A specialized course developed in cooperation with industry to address new and emerging technology and occupational training needs. This course may be taken three times as software versions change. Students will receive .5 unit for each 9 hours of lecture or 27 hours of lab work completed.

### **GCOM 294 Topics in Graphic Communication .5-4 Units**

*Prerequisite: None*

*Hours: 18 hours LEC; 54 hours LAB*

This is a specialized course developed in cooperation with industry to address emerging training needs. This course may be repeated no more than three times for credit provided there is no duplication of topics.

**GCOM 295 Independent Studies in Graphic Communication 1-3 Units**

*Prerequisite:* None.  
*Hours:* 36 hours LEC

This course allows students to have a learning experience in the areas of graphic design, Web design, or animation that is not currently covered by other course curriculum. Students will gain new skills, a real-world experience, and portfolio pieces while independently studying under the advisement of a current Graphic Communication faculty member.

**GCOM 299 Experimental Offering in Graphic Communication .5-4 Units**

*Prerequisite:* None  
*Hours:* 90 hours LEC  
See Experimental Offerings

**GCOM 313 Digital Layout 1 3 Units**

*Prerequisite:* None.  
*Course Transferable to CSU*  
*Hours:* 36 hours lecture, 54 hours laboratory

This course is an introduction to graphic design principles related to page layout, composition and electronic publishing, utilizing an industry-standard software. Students will discover how to effectively utilize the software and the design process to create brochures, newsletters, catalogs, and a variety of other digital materials that follow basic layout and design principles.

**GCOM 314 Digital Layout 2 3 Units**

*Prerequisite:* GCOM 313 with a grade of "C" or better, or equivalent  
*Course Transferable to CSU*  
*Hours:* 36 hours lecture, 54 hours laboratory

Description: This is an in-depth course covering advanced creative layout, production, and electronic publishing in the graphic design industry. Utilizing industry-standard software and process, students will conceive and produce dynamic portfolio-quality projects. Topics include brand and identity design, advertising design, typography, grid, color theory, composition, multipage publication design, brochure and packaging layout, basic interactive media design, book design, working with clients, and working with professional printing services.

**GCOM 319 Print and Multimedia Publication Design 3 Units**

*Prerequisite:* GCOM 313 OR GCOM 316 OR GCOM 361 with a grade of "C" or better, or equivalent.  
*Course Transferable to CSU*  
*Hours:* 36 hours LEC; 54 hours LAB

This course examines newspaper, magazine, web, and multimedia publication design. Students are responsible for the design and production of the award-winning Sacramento City College school newspaper, bi-annual student magazine, and their accompanying web sites and multi-media content. Using fundamental design concepts and theory involving grid, page layout, typography, and visual communication, students will work alongside journalism and photography students to plan and produce a variety of content. This course offers an opportunity to build a portfolio and gain experience while working on real-world projects. This course may be taken three times for credit as students acquire more advanced skills and project responsibilities.

**GCOM 330 Beginning Photoshop 3 Units**

*Prerequisite:* None.  
*Course Transferable to UC/CSU*  
*Hours:* 36 hours LEC; 54 hours LAB

Discover the ultimate power of creating, manipulating, and enhancing images by using the professional graphic design and Web design imaging software of choice, Adobe Photoshop. This beginner's course covers how to effectively use this software for the graphic design industry, as well as how to plan and carry out a digital imaging project. This course may be taken twice for credit if the version of software being taught has changed.

**GCOM 331 Advanced Image Editing for Print, Using Adobe Photoshop 3 Units**

*Prerequisite:* GCOM 330 with a grade of "C" or better or equivalent.  
*Course Transferable to CSU*  
*Hours:* 36 hours LEC; 54 hours LAB

This course centers on advanced image editing techniques using the latest version of Photoshop. In addition to learning advanced capabilities of Photoshop, students will learn how to alter existing images realistically, compose artwork in graphic situations, and creatively apply techniques to original artwork. Students will also learn how to work with service bureaus and commercial printers to produce quality out-put. This course may be taken three times for credit if the version of software being taught has changed.

**GCOM 332 Advanced Image Editing for Web/Multimedia, Using Adobe Photoshop 3 Units**

*Prerequisite:* GCOM 330 with a grade of "C" or better, or equivalent  
*Course Transferable to CSU*  
*Hours:* 36 hours LEC; 54 hours LAB

This course centers on advanced image editing techniques for Internet, multimedia, 3D and video applications, using the latest version of Photoshop. In addition to learning advanced capabilities of Photoshop, students will learn how to alter existing images realistically, creatively apply techniques to original artwork, prepare static and animated graphics for use on the Internet and other new media; and how to import and alter 3D and video images. This course may be taken three times for credit if the version of software being taught has changed.

**GCOM 340 Digital Illustration for Graphic Design 1 3 Units**

*Prerequisite:* None.  
*Course Transferable to CSU*  
*Hours:* 36 hours lecture, 54 hours laboratory

This beginner's course introduces students to and engages them in theories of form making, design research, composition, and typography using the medium of digital illustration. Course projects encourage students to experiment, work within creative and technical limitations, and communicate visually. Additionally, students learn how digital illustrations are created, are exposed to a variety of different illustration styles, practice contemporary design methods and thinking, and study a designers' use of digital illustration as a communication tool. This course offers students several processes for designing original graphics and illustrations for graphic design.

### **GCOM 341 Digital Illustration 3 Units for Graphic Design 2**

*Prerequisite:* GCOM 340 with a grade of "C" or better or equivalent

*Advisory:* ART 300 with a grade of "C" or better or equivalent.

*Course Transferable to CSU*

*Hours:* 36 hours lecture, 54 hours laboratory

This course builds from the thinking and making skills developed in GCOM 340 and takes an in-depth look at applying digital illustration tools to graphic design investigations. The course work encourages students to experiment and communicate with digitally illustrated and typographic form making. Topics include color, typography, composition, visual theme, drawing technique, and understanding the offset and digital printing processes. Students complete the course with several professionally designed, original illustrations for their portfolios.

### **GCOM 343 Graphic Design Production 3 Units**

*Prerequisite:* None.

*Advisory:* GCOM 313 or GCOM 340 with a grade of "C" or better or equivalent

*Course Transferable to CSU*

*Hours:* 36 hours LEC; 54 hours LAB

This in-depth course is an introduction to the principles of graphic design. Specific focus will be on gestalt principles of design; balance and visual hierarchy; integration of text and image on the two-dimensional page; and introduction to typographic exploration. This course is a foundation course for graphic design students, but is also relevant to students studying Web design and computer animation.

### **GCOM 345 Advanced Graphic Design 3 Units Production**

*Prerequisite:* GCOM 330 with a grade of "C" or better or equivalent AND GCOM 340 with a grade of "C" or better or equivalent AND choose one page layout course: GCOM 310 or GCOM 313 or GCOM 316 with a grade of "C" or better or equivalent.

*Course Transferable to CSU*

*Hours:* 36 hours LEC; 54 hours LAB

This is an in-depth graphic design course focusing on page layout design, production techniques, and electronic publishing. Students will utilize different industry standard software applications to complete projects containing "real world" challenges. Students will develop and follow a graphic design process (from concept to printed page), resulting in several new portfolio pieces. Topics include logo design, branding, working with a service bureau, multi-page publication design, packaging design, good environmental sustainability practices, and proper planning for a graphic design project.

### **GCOM 347 Typography: Principles and 3 Units Creation**

*Prerequisite:* None.

*Course Transferable to CSU*

*Hours:* 36 hours LEC; 54 hours LAB

Typography is THE essential ingredient to successful graphic design, including print, web, and all other new media. The first half of this introductory course serves as an essential primer for graphic designers in understanding the history and core principles of typography. The second half focuses on students digitally creating their own fonts and typefaces with an introduction to the professional font creation and editing software Fontlab Studio.

### **GCOM 349 Portfolio 1.5 Units**

*Prerequisite:* None.

*Advisory:* Students should have at least four pieces of artwork or design projects to use in this course.

*Course Transferable to CSU*

*Hours:* 18 hours LEC; 27 hours LAB

This course is intended for new or returning students who wish to present a portfolio of work in the Graphic Communication-related and creative industries for the purpose of job interviews or admission to a four-year art/design school. Through lecture, demonstration, and hands-on methods, students will gain understanding of the aesthetics, organization, and physical preparation in creating a portfolio of work. Topics include portfolio mediums, mounting and presentation, self-promotion resumes, pursuing a job or transfer school, interviewing for a creative position, and getting your Graphic Design or Web Design work noticed.

### **GCOM 350 Skills and Resources for 3 Units Graphic Professionals**

*Prerequisite:* None.

*Course Transferable to CSU*

*Hours:* 36 hours LEC; 54 hours LAB

This course prepares students pursuing a career in the graphic related arts with industry skills essential to this occupation. Topics include: job searches, soliciting and performing freelance work, setting up a studio, working in an existing firm, winning work, developing client relationships, self-promotion, sustainability issues, and other resources. Using a combination of lectures with speakers from the industry, this course will offer practical advice and philosophical guidance towards gaining a rewarding career in the graphic arts industries.

**GCOM 360 Introduction to Web and Interactive Technologies 3 Units**

*Prerequisite:* GCOM 330 with a grade of "C" or better or equivalent.

*Course Transferable to CSU*

*Hours:* 36 hours LEC; 54 hours LAB

This primer course introduces the fundamentals and principles of contemporary Web design, interactive and motion design, these industries, and the current technologies used. The course will provide students with the basics of Web literacy, site and interactive development, information architecture, accessibility, wireframes, prototypes, web coding and scripting, visual design principals, and graphics and motion for the Web. This course is a required prerequisite for GCOM 361, GCOM 380, and GCOM 390.

**GCOM 361 Beginning Creative Web Design 3 Units**

*Prerequisite:* GCOM 360 with a grade of "C" or better

*Course Transferable to CSU*

*Hours:* 36 hours lecture, 54 hours laboratory

In this course, students will explore a range of approaches in designing for the World Wide Web, while introducing students to an industry-standard Web authoring tool. Through a series of incremental assignments, students will explore fundamental Web design concepts within a non-static, non-linear environment, culminating in the development of a live and functioning website. Additionally, this course provides an overview of standards-compliant HTML/CSS, techniques for adding interactivity, accessibility, and support in preparing graphics for Web use and for prototyping site designs.

**GCOM 362 Intermediate Creative Web Design 3 Units**

*Prerequisite:* GCOM 361 with a grade of "C" or better or the equivalent.

*Course Transferable to CSU*

*Hours:* 36 hours LEC; 54 hours LAB

In this course, students will explore intermediate concepts of contemporary website design. As a result of taking a deep look at graphic design principles and their application to website design, students will also discover effective and standards-compliant HTML and CSS applications, as well as techniques for adding interactivity. Additionally, this course will provide an overview of on-line tools and an introduction to dynamic site design, data-driven languages and server processes.

**GCOM 370 Web Projects 3 Units**

*Same As:* CISW 470

*Prerequisite:* Completion of one of the following: CISW 300, CISW 320, CISW 325, CISW 400, CISW 410, CISW 420, GCOM 361, GCOM 362, GCOM 363, or equivalent with a grade of "C" or better.

*Course Transferable to CSU*

*Hours:* 36 hours LEC; 54 hours LAB

This course focuses on Web project management on a real-world Website. Emphasis will be placed on the project development life cycle including design specification, research, production, modification, and presentation. Web projects utilized in the class will be multifaceted, approaching the complexity that individuals would be expected to encounter in the Web development industry. (Students may bring their own Web Projects to class.) This course may be taken two times with different projects. Credit can be given for either CISW 470 or GCOM 370, but not both.

**GCOM 380 Beginning Interactive Design 3 Units**

*Prerequisite:* None.

*Course Transferable to CSU*

*Hours:* 36 hours LEC; 54 hours LAB

This course introduces basic interactive communication and development processes / techniques using the current version of ActionScript. Concepts include basic user interface design, development methodologies, scripted events, separation of design and data, object-oriented programming, and various applications of these technologies (Web, RIA, kiosk, device UI). Assignments and projects emphasize the application of design principles to the elements of motion and interactivity. Students will learn the principles of interactive design in an effort to create Web sites with animation, interactive buttons, and sound. The course also covers creative processes for Web design, working with a client, and optimal delivery.

**GCOM 383 Intermediate Interactive Design 3 Units**

*Prerequisite:* GCOM 363 with a grade of "C" or better or equivalent experience

*Course Transferable to CSU*

*Hours:* 36 hours LEC; 54 hours LAB

This is an intermediate course in interactive design and is intended to follow GCOM 380. This course offers in-depth design explorations into interactive development techniques. Topics include designer's application of object-oriented programming, separation of design and data to build dynamic applications, integration of video, sound, database interaction, and interface with web services.

**GCOM 390 Beginning Motion Design 3 Units**

*Prerequisite:* GCOM 330 with a grade of "C" or better

*Course Transferable to CSU*

*Hours:* 36 hours LEC; 54 hours LAB

This course introduces the student to creating and animating 2D motion graphics using industry-standard applications. Students will explore the tools and techniques needed to produce motion graphics and animations for television, film, and the web. Topics will include a basic overview motion design principles, 2D animation practices, audio integration, advanced video effects, and the technical challenges of working with video and film materials.

**GCOM 400 Introduction to the Principles of Animation 3 Units**

*Prerequisite:* None.

*Advisory:* ART 300 or ART 304 with a grade of "C" or better or equivalent.

*Course Transferable to CSU*

*Hours:* 36 hours LEC; 54 hours LAB

This course introduces students to the animation industry: a historical perspective, industry overview, and the principles and theory that guide animation. The principles of animation are emphasized through lecture and the use of 2D drawing tools. Students learn the animation production process and industry trends. Students work on hands-on projects creating 2D animations. A grade of "C" or better is required in the course in order to take GCOM 401.

**GCOM 401 Introduction to Computer Animation 3 Units**

*Prerequisite:* GCOM 400 with a grade of "C" or better or equivalent course.

*Advisory:* ART 304 with a grade of "C" or better.

*Course Transferable to CSU*

*Hours:* 36 hours LEC; 54 hours LAB

In this course, students are introduced to the creation of 3D animation using the personal computer. The principles of animation and the use of 3D animation tools are emphasized through lecture and hands-on projects. Students experience the animation production process and are exposed to industry trends. Students work on projects creating 3D animations, animatics, and short films.

**GCOM 402 Beginning 3D Modeling and Rigging 3 Units**

*Prerequisite:* None.

*Advisory:* GCOM 341, GCOM 400, and ART 304 with grades of "C" or better.

*Course Transferable to CSU*

*Hours:* 36 hours LEC; 54 hours LAB

This course introduces the student to 3D modeling and character rigging using industry standard 3D modeling software. Through exercises and hands on projects, students explore concepts, principles, and techniques in 3D modeling and character rigging. Topics include: 3D modeling, character rigging, texturing, lighting, and rendering.

**GCOM 410 Advanced Computer Animation 3 Units**

*Prerequisite:* GCOM 401 or 402 with a grade of "C" or better

*Advisory:* GCOM 400, GCOM 341, ART 304, and TA 331 with grades of "C" or better.

*Course Transferable to CSU*

*Hours:* 36 hours LEC; 54 hours LAB

This course consists of a hands-on study of the challenging subject of computer animation. Areas of focus include advanced 3D modeling, rigging, and character animation using industry standard software, as well as the synchronization of voice, sound effects, and music. Students will explore advanced techniques in camera tracking, photo realistic rendering, compositing, and video publication. The animation production process and principles of animation will be reinforced throughout this course.

**GCOM 420 Video Game Design 3 Units**

*Prerequisite:* None.

*Course Transferable to CSU*

*Hours:* 36 hours LEC; 54 hours LAB

This introductory course to video game design studies the art, technology, and science involved in the creation and development of computer games. The course covers video game history, game theory, design of computer-based games, delivery systems, development cycle, case studies, ethical and social issues, and emerging technologies and trends. This course emphasizes the understanding and the interdisciplinary nature of video game design; this course is not a computer programming course.

**GCOM 424 Video Game Art 3 Units**

*Prerequisite:* GCOM 402 with a grade of "C" or better

*Advisory:* GCOM 361 with a grade of "C" or better.

*Course Transferable to CSU*

*Hours:* 36 hours LEC; 54 hours LAB

In this course, students will explore the production of video game graphics. The course follows the role of the video game artist through the game development process. Using industry standard graphic software, students will develop and refine three-dimensional video game assets. Topics covered include concept art, understanding and developing in game assets, and troubleshooting. The artistic side of video game design will be emphasized; this course is not a computer programming course.

**GCOM 426 Video Game Level Design 3 Units**

*Prerequisite:* GCOM 424 with a grade of "C" or better

*Course Transferable to CSU*

*Hours:* 36 hours LEC; 54 hours LAB

In this course, students will explore the art of video game level design. The course follows the level designer through the game development process. Using industry standard software, students will develop and refine a three-dimensional video game level. Topics covered include theme, audience, mood, player challenges, level narrative, puzzle design, diagram design, template creation, play-testing, and troubleshooting. The artistic aspects of game design will be emphasized; this course is not a computer programming course.

**GCOM 490 Graphic Communication Studio .5-4 Units**

*Prerequisite:* OPTION 1 (Graphic Design): GCOM 313 or GCOM 316 AND GCOM 340 or GCOM 330 with a grade of "C" or better or equivalents OR OPTION 2 (Web Design): GCOM 361 with a grade of "C" or better or equivalent. OR OPTION 3 (Computer Animation): GCOM 400 or GCOM 402 with a grade of "C" or better or equivalent.

*Course Transferable to CSU*

*Hours:* 43 hours LEC; 87 hours LAB

Graphic Communication Studio will introduce career-driven design students to producing, creating, and completing real-world graphic design, or Web design, or animation projects for non-profit organizations and the Sacramento community. Through lecture, demonstration, client meetings, and brainstorming sessions, students will have the opportunity to develop a portfolio of completed projects. Students will also experience deadlines, the client-designer relationship, how to set pricing for projects, and strategies for presenting concepts and design work. This course may be taken up to 3 times if there is a change in design medium (graphic design, Web design, or Animation).

**GCOM 492 Media Professional - Production Lab 1-4 Units**

*Same As:* JOUR 492 and PHOTO 492

*Prerequisite:* None.

*Advisory:* This course is intended for advanced Graphic Communication, Photography, and Journalism students or those with similar industry experience. The students' equivalence and technical competency will be determined using the standard department procedure.

*Course Transferable to CSU*

*Hours:* 216 hours LAB

This lab course is designed to advise and oversee all Graphic Communication, Photography, and Journalism student projects that are being prepared for publication and broadcast with partnered media outlets. Students will produce, edit, and publish a variety of multimedia content using the latest industry standards. This course will emulate real-world expectations and prepare the student in on-the-job proficiency required of media professionals. Students may be required to work individually or on group projects in various areas, including Web graphics and design, online reporting and writing, or with video and multimedia content. GCOM 492, JOUR 492, and PHOTO 492 may be taken for a total combination of up to three times for credit, for a maximum of 12 units.

**GCOM 495 Independent Studies in Graphic Communication 1-3 Units**

*Prerequisite:* None

*Course Transferable to UC/CSU; UC Transfer credit will be awarded only after the course has been evaluated by the enrolling UC campus. The units completed for this course cannot be counted toward the minimum 60 units required for admissions.*

*Hours:* 54 hours LAB

See Independent Studies

**GCOM 498 Work Experience in Graphic Communication 1-4 Units**

*Prerequisite:* None.

*Course Transferable to CSU*

*Hours:* 48 hours LEC

This course involves 12 hours lecture and 18 hours of graphic design, Web design, or animation-related work experience for one unit; 12 hours of lecture and 18 hours of graphic design, Web design, or animation-related work experience can be scheduled for each additional unit. Students are responsible for finding placement or may use internship services available on campus.

**GCOM 499 Experimental Offering in Graphic Communication .5-4 Units**

*Prerequisite:* None

*Course Transferable to UC/CSU; UC Transfer credit will be awarded only after the course has been evaluated by the enrolling UC campus. The units completed for this course cannot be counted toward the minimum 60 units required for admissions.*

*Hours:* 54 hours LEC; 36 hours LAB

See Experimental Offering