Design and Digital Media

ANIM, DDSN, GAME, MODL

Degree:
A.S. – Design and Digital Media

Certificates of Achievement:
3D Animation and Modeling
Design and Digital Media
Game Design
Graphic Design
User Interface and Web Design

Division of Advanced Technology
Donnetta Webb, Dean
Technology, room 106
916-558-2491

Program correction

Design and Digital Media
Associate in Science
Certificate of Achievement

Total Units Required = 30

Course corrections to emphasize “Formerly known as” and course number conversions

Animation (ANIM)

ANIM 295 Independent Studies 1-3 Units in Animation
Prerequisite: None.
Hours: 162 hours LAB
This course allows students to have a learning experience in one or more of the areas of 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 Design and Digital Media faculty member.

ANIM 299 Experimental Offering .5-4 Units in Animation
Prerequisite: None
Course Transferable to UC/CSU
Hours: 72 hours LEC
See Experimental Topics

ANIM 301 Animation I 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. Formerly known as GCOM 400

ANIM 302 Animation II 3 Units
Prerequisite: ANIM 301 (formerly GCOM 400) with a grade of “C” or better, or equivalent
Advisory: ART 304 with a grade of “C” or better.
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
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. Formerly known as GCOM 401.

ANIM 303 Animation III 3 Units
Prerequisite: ANIM 302 (formerly GCOM 401) or MODL 301 (formerly GCOM 402) with a grade of “C” or better, or equivalent
Advisory: ANIM 301 (formerly GCOM 400), ART 304, and TAFILM 330 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. Formerly known as GCOM 410

ANIM 307 Motion Graphics I 3 Units
Prerequisite: None.
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 of motion design principles, 2D animation practices, audio integration, advanced video effects, and the technical challenges of working with video and film materials. Formerly known as GCOM 390
This course allows students to have a learning experience in one or more of the areas of graphic design, Web design, and user interface/user experience design, 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 Design and Digital Media faculty member. UC transfer credit will be awarded only after the course has been evaluated by the enrolling UC camps. The units completed for this course cannot be counted towards the minimum 60 units required for admissions.

Prerequisite: None.
Course Transferable to CSU
Hours: 162 hours LAB
See Experimental Offerings

Digital Design (DDSN)

DDSN 295 Independent Studies in Digital Design 1-3 Units
Prerequisite: None.
Course Transferable to CSU
Hours: 162 hours LAB
This course allows students to have a learning experience in one or more of the areas of graphic design, Web design, and user interface/user experience design, 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 Design and Digital Media faculty member. Formerly known as GCOM 295

DDSN 299 Experimental Offering in Digital Design .5-4 Units
Prerequisite: None
Hours: 216 hours LAB
See Experimental Offerings

DDSN 301 Graphic Design I 3 Units
Prerequisite: None.
Advisory: DDSN 311 (formerly GCOM 313) or DDSN 341 (formerly GCOM 340) with a grade of “C” or better, or equivalent
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
This course prepares students pursuing a career in the graphic communication fields with an in-depth exploration of the principles of graphic design. Strong emphasis is given to the development of visual acumen. Specific focus will be on design and gestalt principles, integration of text and image on the two-dimensional page, and introduction to typographic exploration. This course is a foundation course for all design students and explores interactivity across all forms of visual communication. This course is relevant to students studying graphic design, Web design, and computer animation. Formerly known as GCOM 343

DDSN 302 Graphic Design II 3 Units
Prerequisite: DDSN 301 (formerly GCOM 343) 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 explorations in page layout design, image creation, and design research. Students will use hand construction techniques to design projects containing “real world” and experimental challenges. Students will develop and follow graphic design processes, resulting in several new portfolio pieces. Topics include branding, experimental image creation, multi-page publication design, book binding, constructive critique, sustainable design, and proper planning for a graphic design project. Formerly known as GCOM 345

DDSN 303 Typography I 3 Units
Prerequisite: DDSN 311 (formerly GCOM 313) or DDSN 341 (formerly GCOM 340) with a grade of “C” or better, or equivalent
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
Typography is the most essential ingredient for successful graphic design, including print, web, and all other new media. This introductory course serves as an essential primer for graphic designers in understanding the history and core principles of typography. Formerly known as GCOM 347

DDSN 305 History of Graphic Design 3 Units
Prerequisite: None.
General Education: CSU Area C1; IGETC Area 3A
Course Transferable to UC/CSU
Hours: 54 hours LEC
This course surveys the history of visual communication, design’s sociopolitical and cultural contexts, and the artistic and technological characteristics of various movements. Students gain a broad understanding of design and its dynamic past to discover inspiration for the present. Students conduct research, propose, and create a project inspired by the designers and movements studied. Formerly known as GCOM 305

DDSN 311 Digital Layout I 3 Units
Prerequisite: None.
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
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, the design process, and critical thinking skills to create print projects such as brochures, publications, advertising, business systems, and a variety of other digital materials that follow basic layout and design principles. Formerly known as GCOM 313

DDSN 312 Digital Layout II 3 Units
Prerequisite: DDSN 311 (formerly GCOM 313) 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 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, interactive accessible form design, typography, grid, color theory, composition, multipage publication design, brochure and packaging layout, Gestalt principles, basic interactive media design, print and digital book and publication design, and working with clients. Formerly known as GCOM 314
### DDSN 321 Print and Multimedia
#### Publication Design I
- **Prerequisite:** DDSN 311 (formerly GCOM 313) with a grade of “C” or better, or equivalent
- **Course Transferable to CSU**
- **Hours:** 36 hours LEC; 54 hours LAB

This course introduces beginning level newspaper, magazine, Web, and multimedia publication design. Students will learn how to design and produce the award-winning Sacramento City College school newspaper, the bi-annual student magazine, and their accompanying websites and multi-media content. Using fundamental design concepts and theory involving grid, page layout, typography, and visual communication, students will work alongside journalism, photography, and intermediate- and advanced-level design students to produce a variety of content. This course offers an opportunity to build a portfolio and gain experience while working on real-world projects. Formerly known as GCOM 319

### DDSN 322 Print and Multimedia
#### Publication Design II
- **Prerequisite:** DDSN 321 (formerly GCOM 319) with a grade of “C” or better, or equivalent
- **Course Transferable to CSU**
- **Hours:** 36 hours LEC; 54 hours LAB

This course examines intermediate-level newspaper, magazine, Web, and multimedia publication design. Students are responsible for the design and production of the award-winning Sacramento City College school newspaper, the bi-annual student magazine, and their accompanying websites and multi-media content. Using fundamental design concepts and theory involving grids, page layout, typography, and visual communication, students will work alongside journalism and photography students and beginning- and advanced-level design 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. Formerly known as GCOM 320

### DDSN 323 Print and Multimedia
#### Publication Design III
- **Prerequisite:** DDSN 322 (formerly GCOM 320) with a grade of “C” or better, or equivalent
- **Course Transferable to CSU**
- **Hours:** 36 hours LEC; 54 hours LAB

This course examines advanced level newspaper, magazine, Web, and multimedia publication design. Students are responsible for the planning, art direction, and production management of the award-winning Sacramento City College school newspaper, the bi-annual student magazine, and their accompanying websites and multi-media content. Using fundamental design concepts and theory involving grids, page layout, typography, and visual communication, students will work alongside student editors and beginning- and intermediate-level design students to plan and produce a variety of publication content. This course offers an opportunity to build a portfolio and gain experience while working on real-world projects. Formerly known as GCOM 321

### DDSN 331 Digital Imaging I
- **Prerequisite:** None.
- **Course Transferable to UC/CSU**
- **Hours:** 36 hours LEC; 54 hours LAB

This introductory course covers the core concepts associated with digital imaging. Adobe Photoshop is used for creating, manipulating, and enhancing digital images for print and screen-based media. Students learn how to effectively use this software in a graphic design environment, planning and carrying out professional digital imaging projects. This course introduces both basic visual design concepts and a comprehensive understanding of digital workflow, providing the student with a foundation for print, web, interactive, animation, and game design projects. Formerly known as GCOM 330

### DDSN 332 Digital Imaging II
- **Prerequisite:** DDSN 331 (formerly 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 graphic design process and production employing advanced image editing techniques using the current version of industry-standard software. In addition to learning advanced capabilities, students will learn how to alter existing images realistically, creatively apply techniques to original artwork and images, visually communicate ideas and messages successfully, and prepare and present their projects to meet professional industry standards. Formerly known as GCOM 331

### DDSN 333 Digital Imaging III
- **Prerequisite:** DDSN 331 (formerly 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 digital imaging and image editing techniques for Internet, user interface, 3D, and video applications, using the current version of industry-standard software. Students will learn advanced capabilities such as how to alter existing images realistically, creatively apply techniques to original artwork and images, prepare static and animated graphics for use in a variety of digital media, import and alter 3D and video images, visually communicate ideas and messages successfully, and prepare and present their projects to meet professional industry standards. Formerly known as GCOM 332

### DDSN 335 Digital Imaging - Special Techniques
- **Prerequisite:** DDSN 331 (formerly GCOM 330) with a grade of “C” or better, or equivalent
- **Course Transferable to CSU**
- **Hours:** 18 hours LEC; 27 hours LAB

Students will learn how to use industry-standard digital imaging 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. Formerly known as GCOM 105
DDSN 341  Digital Illustration for Graphic Design I
Prerequisite: None.
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
This is an introductory course engaging students 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. Formerly known as GCOM 340

DDSN 342  Digital Illustration for Graphic Design II
Prerequisite: DDSN 341 (formerly GCOM 340) with a grade of “C” or better, or equivalent
Advisory: ART 300 with a grade of “C” or better
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
This course builds upon the thinking and making skills developed in DDSN 341 (formerly GCOM 340) and takes an in-depth look at applying digital illustration tools to graphic design investigations. The course work encourages students to experiment with and communicate 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. Formerly known as GCOM 341

DDSN 360  User Interface Design
Prerequisite: None.
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
This course introduces the fundamentals and principles of contemporary user interface and website design, and the current process and technologies used. The course will provide students with the basics of Web literacy, site and interaction development, information architecture, accessibility, user experience and usability testing, wireframes, prototypes, visual design principles, and process. Students will also create a content management system-based website. Formerly known as GCOM 360

DDSN 361  Web Design I
Prerequisite: DDSN 360 (formerly GCOM 360) with a grade of “C” or better, or equivalent
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
Students will explore theory and processes involved in designing various types of websites using an industry-standard CMS (content management system). Through a series of incremental lectures, reading, and assignments, students will explore theory and processes involved in online communications and integration of online tools, culminating in the development of a live/functional website. This course provides an overview of HTML and CSS, usability (UI/UX), project and client management, preparing images for screens, marketing via social media, prototyping, and responsive design. Students will be required to have or purchase Web hosting and a domain name ($50-$75). Formerly known as GCOM 361

DDSN 362  Web Design II
Prerequisite: DDSN 361 (formerly GCOM 361) with a grade of “C” or better, and CISW 306 with a grade of “C” or better, or proof of equivalent experience using HTML and CSS
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
In this course, career-minded students will explore advanced concepts of website communications, applying user-centered design principles to improve interactive features. Using an industry-standard CMS (content management system), students will learn to add extensions to the core features, advanced theme customization with CSS, child themes, and customized functions and layouts. Students will improve interaction with users through social media and email marketing, eCommerce, advanced forms and surveys, targeted SEO, and event calendars. Students who complete this course will have the ability to create and manage complex website systems and tools. Students will be required to have or purchase Web hosting and a domain name ($50-$75). Formerly known as GCOM 362

DDSN 390  Professional Practice and Portfolio
Prerequisite: Prior to taking this course, a student will need to have produced at least five finished works to use in the creation of their portfolio.
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
This course prepares students pursuing occupations in digital media arts and related technologies, including graphic design and communication, web design, user interface design, 3D animation and modeling, and game design, with a portfolio of work, career skills, and knowledge of industry practices essential to these fields. Topics include: organization and physical preparation of a portfolio of work, applying to a four-year college or design program, job and internship searches, soliciting and performing freelance work, setting up a studio, working in an existing firm, developing client relationships, self-promotion, and other resources. Using a combination of lectures and guests from the industry, this course will offer practical advice and philosophical guidance toward gaining a rewarding career in the many digital media and design fields. Formerly known as GCOM 349

DDSN 391  Design Studio I
Prerequisite: DDSN 311 (formerly GCOM 313) and one course from the following: ANIM 301, DDSN 331, DDSN 341, DDSN 360, DDSN 361, MODL 301 (formerly GCOM 400, GCOM 330, GCOM 340, GCOM 360, GCOM 361, GCOM 402) with grades of “C” or better or equivalent
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
Design Studio I introduces career-driven design students to producing real-world graphic design, Web design, or animation projects for nonprofit organizations and the Sacramento community. Through lecture, demonstration, client meetings, and group 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 to a team and client. Formerly known as GCOM 490
DDSN 392  Design Studio II  3 Units
Prerequisite: DDSN 391 (formerly GCOM 490) with a grade of “C” or better
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
Design Studio II introduces intermediate-level skills to career-driven design students. Through lecture, demonstration, client meetings, and group brainstorming sessions, students will have the opportunity to develop a portfolio of completed projects. Students will also experience deadlines, the client-designer relationship, setting prices for projects, and how to present concepts and design work to a team and client. Formerly known as GCOM 491

DDSN 393  Design Studio III  3 Units
Prerequisite: DDSN 392 (formerly GCOM 491) with a grade of “C” or better
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
Design Studio III introduces advanced-level skills to career-driven design students. Through lecture, demonstration, client meetings, and group brainstorming sessions, students will have the opportunity to develop a portfolio of completed projects. Students will also experience deadlines, the client-designer relationship, setting prices for projects, and how to present concepts and design work to a team and client. Formerly known as GCOM 493

DDSN 495  Independent Studies in Digital Design  1-3 Units
Prerequisite: None.
Course Transferable to UC/CSU
Hours: 162 hours LAB
This course involves an individual student or small groups of students in study, research, or activities beyond the scope of regularly offered courses, pursuant to an agreement among college, faculty members, and students. Independent Studies in Digital Design offers students a chance to do research and/or experimentation in the areas of graphic design, Web design, and/or user interface/user experience design, that is more typical of advanced studies in this program, studying under the advisement of a Design and Digital Media faculty member. Formerly known as GCOM 495

DDSN 499  Experimental Offerings in Digital Design  .5-4 Units
Prerequisite: None
Course Transferable to UC/CSU
Hours: 72 hours LEC
See Experimental Offerings

GAME 299  Experimental Offering in Game Design  .5-4 Units
Prerequisite: None
Hours: 72 hours LEC
See Experimental Offerings

GAME 301  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. Formerly known as GCOM 420

GAME 303  Video Game Level Design  3 Units
Prerequisite: MODL 302 (formerly GCOM 424) with a grade of “C” or better, or equivalent
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. Formerly known as GCOM 426

GAME 495  Independent Studies in Game Design  1-3 Units
Prerequisite: None.
Course Transferable to CSU
Hours: 162 hours LAB
This course allows students to have a learning experience in one or more of the areas of game design 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 Design and Digital Media faculty member. UC transfer credit will be awarded only after the course has been evaluated by the enrolling UC camps. The units completed for this course cannot be counted towards the minimum 60 units required for admissions.

GAME 499  Experimental Offering in Game Design  .5-4 Units
Prerequisite: None
Course Transferable to UC/CSU
Hours: 72 hours LEC
See Experimental Offerings
MODL 295  Independent Studies in 3D Modeling  1-3 Units

Prerequisite: None.
Hours: 162 hours LAB
This course allows students to have a learning experience in one or more of the areas of 3D Modeling 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 Design and Digital Media faculty member.

MODL 299  Experimental Offering in 3D Modeling  .5-4 Units

Prerequisite: None
Hours: 72 hours LEC
See Experimental Offerings

MODL 301  3D Modeling I  3 Units

Prerequisite: None.
Advisory: ANIM 301 (formerly 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. Formerly known as GCOM 402

MODL 302  3D Modeling II  3 Units

Prerequisite: MODL 301 (formerly GCOM 402) with a grade of "C" or better, or equivalent
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 game assets, and troubleshooting. The artistic side of video game design will be emphasized; this course is not a computer programming course. Formerly known as GCOM 424

MODL 495  Independent Studies in 3D Modeling  1-3 Units

Prerequisite: None.
Course Transferable to CSU
Hours: 162 hours LAB
This course allows students to have a learning experience in one or more of the areas of 3D Modeling 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 Design and Digital Media faculty member. UC transfer credit will be awarded only after the course has been evaluated by the enrolling UC camps. The units completed for this course cannot be counted towards the minimum 60 units required for admissions.