

VISUAL and PERFORMING ARTS

Digital Design Option

The **Digital Design Option** provides students with an in-depth understanding of two-dimensional digital design, three-dimensional object modeling and animation, and sound design. Required courses focus on the detailed study of 3D modeling and animation, digital photography and video production, digital audio and sound design, and Web design and development. Topics are explored from both a theoretical and applications perspective. The program mission is to prepare digital designers for jobs in marketing, video production, music and sound production, graphic art production, and electronic publishing.

Common core course listings and definitions appear on pages 52-54. Placement testing will determine the sequencing of courses. Additional courses may be required. The suggested sequence for full-time students is shown below. Refer to page 53 for a listing of courses that will satisfy elective requirements.

General Education Core

		Credits
ENG*H101	Composition	3
ENG*H102	Literature and Composition	3
COM*H100	Introduction to Communication	3
HIS*H101 or 102	West. Civ. I or II	
	or	
HIS*H121 or 122	World Civ. I or II	3
Elective	Arts & Humanities	3
Elective	Behavioral Science	3
Elective	Mathematics†	3
Elective	Science	3-4
		24-25

Specialized Core

CSA*H105	Introduction to Software Applications	3
ART*H101	Art History I	3
	or	
ART*H102	Art History II	
DAN*H101	History and Appreciation of World Dance	3
DAT*H101	Introduction to Digital Arts	3
MUS*H101	Music History & Appreciation I	3
THR*H101	Introduction to Theatre	3
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Digital Design Option

DAT*H106	Digital Publishing	3
DAT*H108	Digital Imaging I	3
DAT*H110	Digital Video Production I	3
DAT*H212	3D Graphics & Animation	3
DAT*H220	Acoustics & Sound Design	3
		15
††Directed Electives		
Arts		3
Arts		3
Arts		3
		9
	Total Credit Hours	66-67

†MAT*H135 or higher, excluding MAT*H137, see advisor.

Program Outcomes

Upon successful completion of all program requirements graduates will be able to:

1. Design and edit digital graphic and image files.
2. Utilize techniques for 3D character modeling and the design of 3D virtual space.
3. Analyze and evaluate the properties of sound, human hearing, psychoacoustics, electro-acoustic and digital sound reproduction systems.
4. Design state-of-the-art special effect techniques for film and video.
5. Design and edit digital audio for multimedia, video, games, and the WWW.
6. Plan, produce, script, edit, and complete original video projects.

††Arts Directed Electives

ART*H101	Art History I
ART*H102	Art History II
ART*H160	Crafts
ART*H122	Three-Dimensional Design
ART*H131	Sculpture I
ART*H132	Sculpture II
ART*H141	Photography I
ART*H142	Photography II
ART*H161	Ceramics I
ART*H162	Ceramics II
ART*H167	Printmaking I
COM*H175	Voice and Diction
DAN*H102	Ballet I: Renaissance to Romantic
DAN*H111	Jazz Dance I: Afro-Caribbean/American
DAN*H112	Jazz Dance II: Broadway & Film
DAN*H113	Modern Dance I: Pioneers of America
DAT*H106	Digital Design
DAT*H116	Interactive Media Design
DAT*H212	3D Graphics and Animation I
DAT*H290	Digital Arts Project
GRA*H150	Introduction to Graphic Design
MUS*H103	History of American Music
MUS*H104	World Music
MUS*H111	Fundamentals of Music I
MUS*H126	20th Century/Modern Music
MUS*H131	Music of the Theatre
MUS*H137	History and Appreciation of Jazz
MUS*H218	Electronic Music Composition/Audio Technology I
THR*H110	Acting I
THR*H120	Stagecraft
THR*H190	Theatre Practicum I