

- DAN*H113 Modern I: Pioneers of America** 3 cr.
(formerly DANC-H106)
Pioneers of American Modern Dance is designed to introduce students not only to the basic techniques of modern dance, but also to the social, historical, and cultural changes of the twentieth century that made America ripe for new dance forms. Important figures in the dance world from the turn of the century to 1940 will be presented, along with their techniques, theories of movement and compositional ideas. Exposure to this study will enable the students to integrate the thought behind the movement with the action. Studio course.
- DAN*H118 Dance Pedagogy for Early Childhood** 1 cr.
(also listed as ECE*H118)
This course is designed to introduce students to the basic techniques and methodology for teaching dance to children, ages 2-5. Using the standards established by the State of Connecticut and the National Dance Education Organization, appropriate content for dance classes will be examined. We will view the dance class from a developmental perspective, identifying appropriate movement activities and strategies for teaching.
- DAN*H119 Dance Pedagogy for Elementary Education** 1 cr.
This course is designed to introduce students to the basic techniques and methodology for teaching dance to children, ages 5-10. Using the standards established by the State of Connecticut and the National Dance Education Organization, appropriate content for dance classes will be examined. We will view the dance class from a developmental perspective, identifying appropriate activities and strategies for teaching.
- DAN*H140 Pilates/Wellness** 1 cr.
(also listed as HPE*H140)
This course focuses on the quality of movement, posture and breathing by increasing strength, flexibility, and balance. The holistic perspective includes physical awareness, cognitive reflection, nutrition, and insights from feelings and focuses on mind-body centering. Pilates/Wellness is designed for the dancer, athlete, health professional or persons interested in overall well-being. This class meets the first ten weeks of the semester. Comfortable clothing is necessary.
- DAN*H202 Ballet II: Classical to Contemporary** 3 cr.
(formerly DANC-H104)
Prerequisite: DAN*H102. Ballet from the Classical to Contemporary periods is designed to further the student's study of the technique of classical ballet and its history in the twentieth century. Studio course.
- DAN* H209 Ballroom Dance II** 1 cr.
It is strongly advised that students take DAN*H109 Ballroom I prior to taking this course or have a foundation in ballroom dance. This course is designed to expand students' study of the history, evolution, music, steps, and styles of ballroom dancing. Three standard style dances, Swing, the Waltz, and the Foxtrot, and three Latin style dances, the Rumba, the Salsa, and the Tango, will be covered.
- DAN*H213 Modern Dance II: Second Generation America** 3 cr.
(formerly DANC-H207)
Prerequisite: DAN*H113 or permission of instructor. This course encompasses the techniques, theories and philosophies of movement as presented by America's second generation from Cunningham to Alvin Ailey. The social and cultural changes that influenced this periods dance also will be explored. Exposure to this study will enable the student to integrate the thought behind the movement. Studio course.
- DAN*H221 Repertory/Ensemble I** 3 cr.
(formerly DANC-H208)
Prerequisite: Permission of instructor. Modern, Jazz or Ballet compositions by faculty or renowned choreographers will be taught, rehearsed and presented in concert. Performance skills of projection, clarity, staging, spacing and truth to choreographers' techniques will be practiced. Works for repertory may include Charles Weidman's *Brahm's Waltzes*, Anna Sokolow's *Rooms*, Ballanchine's *Tarantella*, and Pilobolus' *Improvisational Techniques*. Studio course. Additional rehearsals required.
- DAN*H222 Choreographic Principles /Ensemble I** 3 cr.
(formerly DANC-H209)
Prerequisite: Permission of instructor. Choreographic Principles/Ensemble is designed for students to discover sources of movement and develop the tools for structuring movement in time and space. It includes assigned composition

problems and structured movement improvisation. Students may find their own personal statement in movement and develop a solo dance, and/or they may focus on making a group work. Students develop creative decision-making in working with a group. Elements of performance—costume, decor, lighting, staging—will also be explored and executed in formal concert. The Ensemble is the performing arm of the College. Studio course. Additional rehearsals required.

- DAN*H223 Repertory/Ensemble II** 3 cr.
Prerequisites: DAN*H221 and permission of instructor. This course is designed to expand students' study of dance compositions by faculty and renowned choreographers who will teach their work. Modern dance is emphasized but works may be from the jazz dance or ballet genre. The studied works will be videotaped and then rehearsed by the instructor. Students, working as an ensemble, will present these works in formal or informal concert. Performance skills of projection, clarity, staging, spacing, and truth to choreographers' intent and technique will be further practiced. Students will continue to develop and execute production skills related to production. Participation in Dance Concert is mandatory.

- DAN*H224 Choreographic Principles /Ensemble II** 3 cr.
Prerequisite: DAN*H222 and permission of instructor. This course is designed for students to expand their knowledge of movement and dance and to continue to develop the tools for structuring movement in time and space. It includes assigned compositional problems and structured movement improvisation. Students will continue to explore their own personal statement in movement and develop solos and/or group work. Students will continue to develop and demonstrate creative decision-making in working with an ensemble, both choreographically and in production. Tools and vocabulary continue to be offered in an environment open to creative communication. Elements of performance (costume, decor, lighting, staging) and production (publicity, press releases, stage and house management, scheduling) will be explored also. Participation in Dance Concert is mandatory.

DIGITAL ARTS TECHNOLOGY Arts and Humanities Division

- DAT*H101 Introduction to Digital Arts** 3 cr.
(formerly MM-H101)
Prerequisite: CSA*H105 or equivalent experience. This course is an introduction and overview of the digital arts. The basic elements, components and skills required for digital art development and production will be defined and explored. Topics include; applications of digital arts, presentation software, visual design principles, digital media design, Web design, configuring a multimedia system, emerging technologies, multimedia components, and interactive multimedia development.
- DAT*H104 Multimedia Authoring I** 3 cr.
(formerly MM-H104)
Prerequisite: DAT*H101. Multimedia Authoring I is an introduction to the planning, development and management of multimedia software projects, Interaction Design, and algorithm analysis. Topics include; multimedia and instructional design, multimedia and interaction design, multimedia and the WWW, arrays, functions and methods, events and event handlers, objects, logic structures, repetition structures, programming and scripting languages, and variables.
- DAT*H106 Digital Design** 3 cr.
(formerly MM-H106)
Prerequisites: DAT*H101. This course explores the uses of fundamental visual design principles in emerging technologies used to design and develop interactive electronic documents such as multimedia databases, multimedia electronic books, applications for hand-held devices, and other technologies. Topics include; elements of design, principles of design, XML, and delivery engines.
- DAT*H108 Digital Imaging I** 3 cr.
(formerly MM-H108)
Prerequisite: DAT*H101. Digital Imaging I provides an in-depth study of digital image files and their uses in the realm of digital graphics, imaging and video. Topics include; alpha channels, composition and lighting, color theory, data compression, filters, raster graphics, vector graphics, gradients, layering, screen resolution and bit depth, and video display formats.

- DAT*H110 Digital Video Production I** 3 cr.
(formerly MM-H110)
Prerequisite: DAT*H101. Digital Video Production I is an introduction to the three phases of video production; pre-production, production, and post-production. Students will script, storyboard, shoot, and edit original short films. Topics include; alpha channels, aspect ratio, audio production, broadcast standards, computer monitors vs. video monitors, camera techniques, composition, compositing, compression, lighting, rolling credits, transitions, titles, and project management.
- DAT*H116 Interactive Media Design** 3 cr.
(formerly MM-H116)
Prerequisite: DAT*H104. Interactive Media Design is a practical and theoretical approach to the development and application of interactive digital media for desktop, portable devices, and Web-based applications. Learners will utilize the latest technologies to design, develop and present interactive digital media content. Topics include; principles of interaction design, human-computer interaction, intermediate JavaScript and XML programming, and developing interactive PDF documents.
- DAT*H205 Multimedia Authoring II** 3 cr.
(formerly MM-H205)
Prerequisite: DAT*H104. Multimedia Authoring II is an intermediate-level course in the application of advanced project development tools used in the creation of interactive multimedia for the edutainment, entertainment and Web industries. Students will learn and apply techniques used to create interactive multimedia for broadcast, electronic games, and WWW applications. Topics include; algorithm analysis, animation, Interaction Design and interactivity, introduction to Human-Computer Interaction, keyframing and tweening, objects and events, Lingo scripting, timeline-based authoring, and Shockwave.
- DAT*H212 3D Graphics & Animation I** 3 cr.
(formerly MM-H212)
Prerequisite: DAT*H108. The 3D Graphics & Animation I course is an introduction to the design and application of digital character modeling and animation. Students will learn to design 3D modeled objects and examine and apply fundamental 2D and 3D graphic algorithms. Topics include; animation, camera and rendering, extrusions, lighting, modeling, polygons and primitives, surfaces, terrain, texture maps, transforms, and vectors.
- DAT*H215 Multimedia Web Authoring** 3 cr.
(formerly MM-H215)
Prerequisite: DAT*H205. Multimedia Web Authoring utilizes the latest software technologies and methodologies to develop and deliver complete interactive multimedia software systems for Web-based applications. Topics include; advanced algorithm analysis, complex problems in Human-Computer Interaction, and advanced JavaScript and Action Script programming.
- DAT*H218 Electronic Music Composition/
Audio Technology I** 3 cr.
Prerequisite: CSA*H105 and permission of the instructor. This course is an introduction to the art and techniques of electronic music and audio production. The history, elements, and tools of electronic music and audio will be defined and explored. Topics include; acoustic theory, analog and digital audio principles, composition, recording engineering techniques, sound sampling, electronic synthesis, MIDI, and audio for multimedia and the World Wide Web.
- DAT*H219 Electronic Music Composition/
Audio Technology II** 3 cr.
Prerequisite: DAT*H218/MUS*H218. This course provides intermediate instruction in digital synthesis, digital sequencing software, and electronic composition methods. Students will complete a series of directed and independent compositional projects in a variety of styles. Topic include; construction of timbres, additive and subtractive synthesis, digital sampling, signal processing, and algorithmic composition.
- DAT*H220 Acoustics and Sound Design** 3 cr.
Prerequisite: DAT*H101. The advanced functions of the properties of sound, human hearing, electro-acoustic instruments, digital sound reproduction systems, sound synthesis, and psychoacoustics are examined. Students will develop and participate in a number of practical sound design and audio engineering projects.

- DAT*H224 Digital Video Production II** 3 cr.
Prerequisite: DAT*H110. This course examines advanced project development methods and tools for video production. Students will study and apply the processes involved in transforming a concept to a finished video product. Topics include; analysis, budget, copyright, scripting, storyboarding, sequencing, pre-production, production, and post-production. The learner will design, script, produce, edit, and complete an original video project.
- DAT*H226 Motion Graphics for Film & Video** 3 cr.
Prerequisite: DAT*H110. The study and application of state-of-the-art special effect techniques used in film and video industries will be explored. Topics include; compositing of multiple layers, masks and mattes, advanced motion controls, and advanced color keying.
- DAT*H230 Digital Imaging II** 3 cr.
Prerequisite: DAT*H108. The advanced study of the design and manipulation of digital graphic and image files will be realized through a series of experiential projects. Topics include; photo retouching, drawing with vector paths, creating special effects with multiple layer effects, and designing images for interactive electronic media.
- DAT*H234 3D Graphics & Animation II** 3 cr.
Prerequisite: DAT*H212. This course will explore advanced techniques for character modeling and the design of virtual space. Topics include; lighting and atmospheres, environmental structures, organic modeling, and character construction. The learner will design, model, and animate a complete 3-dimensional virtual world.
- DAT*H237 Principles of Sound Recording** 3 cr.
Corequisite: DAT/MUS*H218. This course presents an in-depth study of the techniques and methodologies used in studio and live recording. In addition to classroom assignments and exercises, students will be expected to complete field work resulting in the recording, editing, and mastering of a live or studio project. Topics include; two-track and multi-track recording, studio acoustics and design, analog and digital mixing consoles, microphone placement techniques, signal processors, and studio session procedures.
- DAT*H240 Multimedia Authoring III** 3 cr.
Prerequisite: DAT*H205. This course explores advanced multimedia systems and the theoretical and practical issues in designing interactive systems. Topics include; compression techniques, synchronization, user interface accessibility, indexing and retrieval techniques, operating system support for digital audio, video, and animation file formats, as well as network and transport protocols for multimedia. Emphasis will be placed on current design and delivery issues, software implementation and discussion of future directions.
- DAT*H290 Digital Arts Project** 3 cr.
Prerequisite: DAT*H224 or 230 or 240. Completion of a significant project under the guidance of an advisor in an area of mutual interest such study terminating in a deliverable software/media product with technical documentation. The project must be in an area directly related to one of the three program options.
- DRAFTING
Engineering Technologies Division**
- ARC*H107 Building Systems** 3 cr.
(formerly DFT-H2217)
In lecture format, this course offers the student a broad overview of the individual systems that constitute a building. The student will gain basic understanding of the principles of Mechanical systems: plumbing, heating, cooling, electrical; Structural systems: floors, walls, roof, foundations; and Finish systems: interior and exterior. Three class hours weekly.
- ARC*H108 Building Materials** 3 cr.
(formerly DFT-H1108)
A lecture course which familiarizes the student with language of construction as it relates to materials, their origins, use and limitations and continuing development. Three class hours weekly.