

## Certificates of Completion

### 3d

3-D Animation Modeling, Texturing and Lighting - 3ds max 2008® see page 3  
Areas of Concentration: Autodesk 3ds max2008®, 3-D modeling, texturing and lighting

3-D Animation Modeling, Texturing and Lighting - Maya 2008® see page 4  
Areas of Concentration: Alias Maya 2008®, 3-D modeling, texturing and lighting

### Design

Designing with AutoCAD® see page 5  
Areas of Concentration: Autodesk AutoCAD®, drawing, detailing, modifying and printing

Designing with Adobe Photoshop CS3® see page 6  
Areas of Concentration: Adobe Photoshop CS3®, scanning, retouching, image manipulation, color correction, masking, layers and channels

Digital Graphic Design - Adobe CS3 see page 7  
Areas of Concentration: Adobe InDesign CS3®, Photoshop CS3® and Illustrator CS3®

Digital Photography - Processes and Techniques see page 8  
Areas of Concentration: equipment, shooting, lighting and production

Landscape Design see page 9  
Areas of Concentration: design principles, planting and xeriscape, hardscape and structures

Residential Interior Decor I see page 10  
Areas of Concentration: space planning, color theory and materials

Residential Interior Decor II - Kitchen and Bath see page 11  
Areas of Concentration: space planning, color theory, materials, and history of design

### Motion Graphics

Motion Graphics with After Effects 6.5® see page 12  
Areas of Concentration: Adobe After Effects 6.5®, motion graphics, visual effects & compositing for web, DVD and broadcast

Motion Graphics with Combustion 4® see page 13  
Areas of Concentration: Autodesk Combustion 4®, motion graphics, visual effects and compositing for web, DVD & broadcast

Motion Graphics with Motion 3® see page 14  
Areas of Concentration: Apple Motion2®, motion graphics, visual effects and compositing for web, DVD and broadcast

### Video

Broadcast Video Design - Adobe see page 15  
Areas of Concentration: , Adobe Premiere® Pro, Encore® DVD, After Effects® 6.5

Broadcast Video Design - Apple Final Cut Studio 2 see page 16  
Areas of Concentration: Final Cut Studio, Final Cut Pro 6®, DVD Studio Pro 4®, Motion 3®

### Web

Advanced Dreamweaver CS3®  
Areas of Concentration: Adobe Dreamweaver CS3®

Advanced Flash CS3® see page 17  
Areas of Concentration: Adobe FlashCS3® and Action Scripting

Web Site Design and Development Adobe CS3® see page 18  
Areas of Concentration: Dreamweaver CS3®, Flash CS3® and Fireworks CS3®

## What makes our training different?

- Hand picked professionals delivering quality training that is current & relevant
- Average class size is SIX students
- Complete your training and create a portfolio piece in 11 weeks
- Experience software training that includes design critique
- Access to media equipment and 300 workstations 7 days per week
- Receive discounts on software and hardware through [www.journeyed.com](http://www.journeyed.com)
- Earn CEUs: ten hours of training equals one CEU

## General Information

Location:	1200 Lincoln Street, Denver, Colorado 80203
Lengths of Program:	11 weeks / 44 to 88 contact hours
Books and Supplies:	Can be purchased the first week of class. Please see individual course descriptions for specific books and supplies
Software:	Although purchasing or owning software is not required, software can be purchased at a discounted rate at <a href="http://www.journeyed.com">www.journeyed.com</a>
Schedule:	Typical schedule for 88 contact hour courses is two nights per week and for 44 contact hours is one night per week Schedules are confirmed six weeks prior to start date.
How to apply:	Complete application on page 19 and 20 and mail, drop off or fax to Admissions fax # is 303 824-4995

## 2008/2009 Start Dates:

All certificates of completion are offered every quarter. Schedules may be adjusted or postponed due to low enrollment.

January 12th, 2009

April 6th, 2009

July 13th, 2009

October 6th, 2008

Mid-quarter and custom schedules are also available

## 3-D Animation Modeling, Texturing and Lighting - 3ds max 2008

Certificate of Completion Description: The 3-D Animation certificate of completion program is designed to show how to create 3-D generated models, texture and animate them, render them to various output formats, digitally composite, and finally edit them into a finished piece. Individuals will be given a broader understanding of the basic concepts of 3-D animation and how they can be applied to various 3-D applications.

Area of Concentration: Autodesk 3ds Max™ 8, course content is designed around practical workplace applications. The goal is to provide a firm foundation of knowledge and skill together with performance standards of current industry practices and applications.

### Module Outline:

1. Project Design Document
  - A. Create a project design document for certificate of completion
  
2. Introduction to 3ds max 2008®
  - A. Explore the user interface
  - B. Create simple models and animate them
  - C. Explore how to create and apply textures using Material Editor
  - D. Explore how lights and cameras work and how to use them in a scene
  - E. Create finished animations using the render engine
  
3. Fundamentals 3ds max 2008®
  - A. Explore advanced modeling techniques using polygons, splines, and NURBS
  - B. Create complex textures using various shaders and map them using UVW modifiers
  - C. Explore the basic use of controllers
  - D. Explore Video Post
  - E. Explore how particles systems function and what they can be used for
  
4. Intermediate 3ds max 2008®
  - A. Explore the process to create forward and inverse kinematics for animation
  - B. Create advanced animations with the help of controllers, manipulators and constraints
  - C. Create advanced environmental effects
  - D. Explore advanced lighting and cinematic techniques
  
5. Final Production
  - A. Create a complex, multi-layered scene in 3ds max 2008®

### General Information

11 weeks / 44 Contact hours  
Admission Requirements:  
Previous experience using image manipulation packages such as Adobe Photoshop and Illustrator. If you do not have this experience we can arrange for primer classes in both Photoshop and Illustrator at no additional charge.

## 3-D Animation Modeling, Texturing, and Lighting - Maya 2008®

Certificate of Completion Description: The Maya modeling, texturing & lighting certificate of completion program is designed to learn 3-D modeling, texturing and lighting while using Maya®. Upon successful completion of this course students will be able to complete an entire modeling, texturing & lighting project while using Maya®. Though this particular certificate program is based around the use of Alias Maya® each individual will be given a broader understanding of the basic concepts of modeling, texturing & lighting and how they can be applied in various 3-D applications.

Area of Concentration: Maya 2008®, course content is designed around practical workplace applications. The goal is to provide a firm foundation of knowledge and skill together with performance standards of current industry practices and applications.

### Module Outline:

1. User Interface -
  - A. Understand the user interface in the software. User Interface overview, Primitives, Navigating, Object Display, Manipulators, Orthographic Panels, Pivot Points, Hotbox, Framing, Layers, Outliner & Hyper graph.
  - B. Status Line, Objects, Components, Marking Menus, Shelves, Script Editor, Hotkeys, User Colors, Channel Box, Channel Control, Attribute Editor, Construction History, Layer Editor
2. Polygonal Modeling- Working with image planes, polygon basics, basic polygonal modeling and modeling complex geometry using polygonal modeling techniques
3. Subdivision Surface Modeling- Subdivision basics, Advantages of SubD surfaces, standard vs. polygon mode, SubD components
4. Nurbs Modeling - Nurbs principles, relationship between Nurbs curves and surfaces. Organic modeling using Nurbs. Deformers in Maya
5. Introduction to Hypershade - learning Materials and Textures, Lights and Shadows, different shader types, 2-D mapping etc.
6. Lighting Execution - Execute the lighting of a complex scene with coverage from pre-production to tear down. Understand the rules of surfacing 3-D images. Use multiple image map types on a 3-D model. Understand the use of local vs. global lighting
7. Cameras & Ray tracing, SFX and Compositing, Different Rendering types
8. Textures and Mapping - Use textures and mapping to conceal low polygon count, Understand and apply UVW mapping coordinates. Use layered image maps for realistic and industrial texturing Understand bit map and procedural textures and the applications of each
9. Lighting Techniques - Correlate real light with the computer rendition of light. Demonstrate the use of reflective lighting Caustics & Global Illumination in Maya also Final Gather & HDRI
10. Final Production - Create a complex, multi-layered scene in Maya

### General Information

11 weeks / 44 Contact hours  
 Admission Requirements:  
 Previous experience using image manipulation packages such as Adobe Photoshop and Illustrator.

If you do not have this experience we can arrange for primer classes in both Photoshop and Illustrator at no additional charge.

## Designing with AutoCAD®

**Certificate of Completion Description:** This AutoCAD certificate of completion is designed for individuals who need to update their skills, as well, as the person who wants to add to their repertoire of skills. The objective of this class is to learn to use AutoCAD® in various industries using real applications. Each section of the class will conclude with a completed project showing the different applications of computer-aided drafting.

**Area of Concentration:** Autodesk AutoCAD®, course content is designed around practical workplace applications. The goal is to provide a firm foundation of knowledge and skill together with performance standards of current industry practices and applications.

### Module Outline:

1. Interface - Explore the user interface and tool bar
2. Drawing - Create fundamental drawings and required setup
3. Viewing - Explore viewing , zoom functions: window, previous and extents.
4. Drawing Commands - Discover drawing commands, line, mirror, trim, fillet, practical drawing circle, arc, poly line, copy, erase, move
5. Modifying Commands - Explore modifying commands, ellipse, array, hatch, offset, pedit, edit, hatch, rotate
6. Utilities - Explore utilities, saving and naming files
7. Layer Management - Discover layer management and standards
8. Dimensioning - Explore dimensioning, o-snaps; endpoint, midpoint, center, quadrant, intersection and extension
9. Templates - Discover templates and .dwt files
10. Object Properties - Explore changing object properties
11. Plotting - Discover plotting
12. Blocks - Explore blocks, title blocks and Xrefs
13. Design Center - Explore the design center, annotations to floor plan, explanation of paper sizes, and plotting for different paper sizes
14. View ports - Plot Style Table and Viewports
15. Final Production - Create a complex, multi-layered drawing using AutoCAD

### General Information

11 weeks / 44 contact hours

**Admission Requirements**  
 A fundamental knowledge of computers on either a Windows or Mac OS.

**Books:**  
 AutoCAD The Complete Reference  
 By David S. Cohn

AutoCAD Bible  
 By Ellen Finkelstein

Mastering AutoCAD  
 By George Omura

## Designing with Adobe Photoshop CS3®

**Certificate of Completion Description:** This certificate of completion program will introduce students to the fundamental principles of using Photoshop® and provide them with the skills to retouch and edit images, create special effects and restore damaged originals. Students will explore the tools and palettes in-depth. Students will examine scanning, photo retouching, image manipulation, color correction, masking, and preparation for a variety of outputs. They will discover how to produce professional images and digital montages using their own original artwork. Emphasis will be placed on real-world techniques, troubleshooting problem situations and good work habits.

**Area of Concentration:** Adobe Photoshop CS3®, course content is designed around practical workplace applications. The goal is to provide a firm foundation of knowledge and skill together with performance standards of current industry practices and applications.

### Module Outline:

1. Tool and Palette primer - navigating the workspace, saving files, file browser, color picker and basic editing tools
2. Selections- Selection tools: magic wand, lassos, and marquees; editing and saving selections
3. All about Layers- How they work, arranging and organizing layers  
Understanding how resolution and pixels work. Type Effects
4. Masking- Quick masking and layer masking; extraction and eraser tools.
5. Color Correction- An introduction to levels, curves, variations, and the new color correction features of Photoshop CS3
6. Adjustment layers and Liquefy- Making a monster
7. Color to Black & White- "Hand-coloring" effects for black & white images
8. Retouching- with the healing brush, the patch tool and the clone stamp tool
9. Blending Modes, Collage and Blurring- and other filters
10. Final Production - Create a complex, multi-layered image in Photoshop CS3®

### General Information

11 Weeks 44 Contact hours

Admission Requirements:

A fundamental knowledge of computers on either a Windows or Mac OS.

Textbooks: Adobe Photoshop CS3 Studio Techniques by Ben Willmore

## Digital Graphic Design - Adobe CS3®

**Certificate of Completion Description:** This certificate of completion program will introduce the fundamental design principles needed for effective communication through visual elements. It will explore visual problem-solving techniques and the development of informational organization through the use of color, typography, placement and visual relationships.

**Area of concentration:** Adobe Photoshop CS3® and Illustrator CS3® and InDesign CS3®. Course content is designed around practical workplace applications. The goal is to provide a firm foundation of knowledge and skill together with performance standards of current industry practices and applications.

### Module Outline:

1. Project Design Document
  - A. Create a project design document for certificate of completion
  
2. Designing with Adobe Photoshop CS3®
  - A. Explore the Adobe Photoshop CS3® Work Area
  - B. Work with Selections and Masks
  - C. Work with Paths, Layers and Channels
  - D. Experience Basic Painting and Editing Techniques
  - E. Explore color in Photoshop®, File Saving Formats and Resolution Considerations
  
3. Designing with Adobe Illustrator CS3®
  - A. Explore the Adobe Illustrator CS3® Work Area
  - B. Create Basic Shapes
  - C. Explore Pen Tool, Painting and Brushes
  - D. Transform Objects
  - E. Work with Type
  - F. Experience Blending Shapes and Colors
  - G. Work with Layers
  - H. Combine Illustrator® and Photoshop® Images
  
4. Design Fundamentals
  - A. Explore the Tools and Means by which to Conceptualize, Evaluate and Modify the
  - B. Visual Elements and Imagery of Graphic Design
  - C. Use the Grid System of Visual Design Management
  - D. Experience the Parameters and Process of Creative Visual Communication
  - E. Apply the Principles of Design to Specific Design Challenges
  
5. Designing with InDesign CS3®
  - A. Explore the InDesign CS3® Work Area
  - B. Create and Explore Text and Graphic Elements
  - C. Import and Edit Graphics
  - D. Create and Use Master Pages
  - E. Explore Library Elements
  - F. Explore InDesign CS3® Printing Capabilities
  
6. Electronic Design and Production with InDesign®
  - A. Establish Perimeters, Challenges of a Specific Design Problem
  - B. Conceptualize, Evaluate and Modify a Visual Approach
  - C. Apply the Principles of Graphic Design
  - D. Use Appropriate Software to Accomplish Specific Tasks in Design Execution
  - E. Experience Production Considerations Including Cost Appropriateness, Vender Selection, File Preparation and Output

### General Information

11 weeks / 88 Contact hours

#### Books

Photoshop CS3 for Windows and Macintosh:  
 Visual Quick Start Guide By Elaine Weinmann, Peter Lourekas. Published by Peachpit Press  
 ISBN: 0321336550

Illustrator CS3 for Windows and Macintosh:  
 Visual Quick Start Guide. By Elaine Weinmann, Peter Lourekas. Published by Peachpit Press  
 ISBN: 0321336569

InDesign CS3 for Macintosh and Windows:  
 Visual Quick Start Guide. By Sandee Cohen.  
 Published by Peachpit Press  
 ISBN: 0321322010

## Digital Photography - Processes and Techniques

**Certificate of Completion Description:** This certificate of completion introduces students to the fundamental concepts and techniques of digital photography. It combines basic photographic principles of composition, and lighting with digital concepts such as exposure evaluation and file formats. Students will learn options for image transfer from cameras to computers and importing them into various programs. This is not a Photoshop class, however, it integrates the finer techniques of Photoshop as a critical skill set in digital photography.

**Areas of Concentration:** Equipment, shooting, lighting and production. The goal is to provide a firm foundation of knowledge and skill together with performance standards of current industry practices and applications.

### Module Outline:

1. Fundamentals - Basic understanding of how digital cameras work and the appropriate application of digital capture
2. Resolution Essentials - exploration of resolution, image compression, and file formats
3. f-stops and Beyond - discovery of f-stops, shutter speeds, and exposure modes (program, shutter priority, aperture priority, and manual)
4. Lenses - Understanding of lenses and focal lengths
5. Lighting 101 - Exploration of lighting concepts such as: on camera flash, available light, and mixed lighting
6. Composition and Layout - Understanding of elements of proper composition
7. Digital Imaging Workflow - basics including Adobe Photoshop image editing, correction techniques and file management strategies
8. Printer and Media Profiling - Printer/media profiling
9. Image Setup - Image setup for output including Epson printers and web use
10. Final Production - students finalize portfolio piece and present

### General Information

11 weeks / 44 Contact hours  
Admission Requirements  
8 Mega pixels or greater digital camera with interchangeable lenses

Basic knowledge in Adobe Photoshop, or equivalent image manipulation software, including scanning and file types.

If you do not have this experience we have primer classes available at no additional cost

## Landscape Design

Certificate of Completion Description: Landscape Design is structured as an introductory course for students who are interested in the natural and built environment. Its objective is to provide a comprehensive understanding of landscape design concepts and principles. The coursework is theory and project based and its outcome is a residential project based on actual environmental, social, cultural, and economic factors. Students will prepare rendered boards for presentation.

### Module Outline:

#### 1: The Design Process

- A. View and discuss examples of built work.
- B. Visiting local sites
- C. View and discuss examples of design drawings used to communicate design ideas and intentions.

#### 2: Design Graphics Workshop

- A. Plan View, Section and Elevation Drawings
- B. Other Graphic Techniques

#### 3. "Strong Bones"- an exploration of hardscape elements in design.

- A. Movement Patterns
- B. Edges and Thresholds
- C. The Inside/ Outside Connection
- D. Grading
- E. Patios, Pathways, Water Features
- F. Arbors and Overhead Structures
- G. Lighting

#### 4. Plants In Design

- A. Evergreen and Deciduous Trees
- B. Shrubs
- C. Roses and Bulbs
- D. Annuals and Perennials
- E. Scale, Light, Texture, Color and relationship to surrounding plants
- F. Soil
- G. Bloom Time

#### 5. Applying the Knowledge- The Final Project

- A. Site Selection- The professor shall provide (3) site choices to the students each presenting unique challenges.
  - 1. Small urban site, large estate site, mountain site
  - 2. Students will also have the option to select their own site
- B. Site inventory and Observations- Students shall conduct a site inventory and record observation(s)
- C. The Program- Students shall develop a program for the site
- D. Conceptual Design Phase- Students shall prepare conceptual schematic design drawings that illustrate the scale and relationship of the project components.
- E. Design Development Phase- Students shall refine the approved schematic design drawings to further describe the projects scope and character.
- F. Construction Documents Phase- Students shall formalize the approved design development drawings into construction documents that detail the project's construction requirements.
- G. The Final Jury- Students shall present their designs to a panel of professionals and peers for critique. Design boards presented by the students are expected to be of professional quality and to clearly express their ideas using the information and skills that they have learned over the course of the semester.

### General Information

11 Weeks / 44 Contact Hours

Suggested Supplies:  
 Contact Admissions

Textbook:  
 Contact Admissions

## Residential Interior Decor I

**Certificate of Completion Description:** The certificate of completion is designed and structured into five modules to provide the fundamentals of interior decorating with an emphasis in living rooms, dining rooms, bedrooms excluding Kitchen and bath. Students will study furniture, materials, sources, color theory, develop skills in drafting and space planning, create presentation drawings, and learn key residential design business practices.

**Areas of Concentration:** Space planning, color theory and materials. The goal is to provide a firm foundation of knowledge and skill together with performance standards of current industry practices and applications.

### Module Outline:

#### 1: The Design Process

- A. View and discuss examples of built work.
- B. Visiting local sites
- C. View and discuss examples of design drawings used to communicate design ideas, concepts, and intentions.
- D. Create a project design document for certificate of completion.

#### 2: Design Graphics and Fundamentals of Design

- A. Discover the Elements and Principles influencing design
- B. Plan View, Elevation and Perspective Drawings
- C. Learn 2-point Perspective technique to communicate design in 3-D
- D. Learn about the basics of Color Theory and its application in design.
- E. Develop a vocabulary that will form the foundation for design language.

#### 3. History of Design

- A. Learn about Interior Styles in History and how they impact current design trends.
- B. Identify Furniture Designs, Styles, Trends and Designers.

#### 4. Space Planning

- A. Develop skills on understanding Client needs and wants.
- B. Describe the Clients goals in a Design Program and Brief.
- C. Identify the application of guidelines for Circulation, Human Factors Design, Universal Design in an interior space.
- D. Understand the basics of Space Organization and Traffic Patterns.
- E. Explore general space planning guidelines such as architectural features, hierarchy of space, emotional placement of interiors, corridors, and private spaces and creating a sense of form and proportion in interior spaces.

#### 5. Textiles and Sources

- A. Identify physical characteristics of fabrics and finishes for use in an interior space.
- B. Learn to define the criteria used when making design selection of fabrics, furniture, fixtures and accessories.

#### 6. The Business of Residential Interiors

- A. Find out about the key business practices of interior design.
- B. Learn methods of determining fees, estimations of client's budget, purchase orders, business and banking forms.

#### 7. Final Production - Residential Interior Concepts

- A. Apply the concepts learned in space planning to make effective use of space and furniture placement.
- B. Display drafting skills to successfully communicate design intent.
- C. Create presentation boards displaying the residential interior space planning project.
- D. Specify a color scheme and make initial furniture and fabric selections based on color scheme and lifestyle.

### General Information

11 weeks / 44 Contact hours

Suggested Supplies

T. square, Triangles,

Scale (architect)

Mechanical Pencils - .03, .05, .07 w/ 2H, H, HB

Long metal ruler with cork back

Xacto knives & utility knife,

Eraser, Tracing paper or bum wad

Vellum

Foam Core

Mat board

Furniture templates 1/4" scale

Textbook: Interior Design A Survey - COrky Binggeli

## Residential Interior Decor II

**Certificate of Completion Description:** The certificate of completion is designed and structured into seven modules to provide the fundamentals of Residential interior decorating with an emphasis in design development of living rooms, dining rooms, bedrooms, kitchen and bath. Students will study materials, finishes, cabinetry, fixtures, appliances, further develop skills in drafting and space planning, create presentation drawings, and learn key residential design business practices.

**Areas of Concentration:** Design Development Rendering, Model Making, Codes, and Standards, and Materials. The goal is to provide a firm foundation of knowledge and skill together with performance standards of current industry practices and applications.

### Module Outline:

#### 1: The Design Process

- A. View and discuss examples of Designing Living spaces and Wet spaces.
- B. View and discuss examples of design drawings used to communicate design ideas, concepts, and intentions.
- C. Create a project design document for certificate of completion.

#### 2: Design Graphics and Presentation Workshop

- A. Review Plan, Elevation and Perspective Drawings
- B. Learn One-point Perspective technique for communicating intent design in 3-D
- C. Learn Rendering Techniques for realistic design presentation
- D. Continue to develop a vocabulary that will form the foundation for design language.

#### 3: Design Principles and Space Planning

- A. Understand the guidelines governing Health, Safety and Welfare of user.
- B. Discuss Codes, NKBA standards, Human Factors, Universal Design bylaws.
- C. Learn about Barrier Free Design for interior spaces.
- D. Develop skills in organizing space and traffic patterns for in living spaces and wet zones.
- E. Identify the research process that results in developing a conceptual idea of utilization of space.
- F. Understand the importance of plumbing, mechanical and electrical aspects during design.

#### 4. Materials and Sources

- A. Identify physical characteristics of materials and finishes for use in residential kitchens and bathroom space.
- B. Review physical characteristics of fabrics and finishes for use in an interior space.
- C. Define the criteria used when making design selection of materials, finishes, and accessories in interior spaces.

#### 5. Model Making

- A. Develop skills in building final presentation quality models to communicate design concept in a scaled representation
- B. Learn to build rip and tear models to explore design development

#### 6. The Business of Residential Interiors

- A. Learn out about key business practices in residential design as well as kitchen and bath design
- B. Visit kitchen and bath showrooms, fabric and tile showrooms and design studios to get an understanding of how they work.
- C. Learn about collaboration on the job with various players during installation and design realization.

#### 7. Final Production - Residential Kitchen and Bath Design Concepts

- A. Explore design concept and communication through Models, Drafting, Perspective and Rendering.
- B. Specify selections for fabrics, furniture, fixtures, finishes, appliances and accessories based on the concept.
- C. Create presentation boards displaying the residential interior project.
- D. Develop a sketch book of design process from conception to realization.

### General Information

11 weeks / 44 Contact hours

Admissions Requirements: Successful completion of Residential Interior Decor I

#### Suggested Supplies

T. square, Triangles,

Scale (architect)

Furniture templates 1/4" scale

Mechanical Pencils - .03, .05, .07 w/ 2H, H, HB

Eraser

Tracing paper or bum wad

Vellum

Long metal ruler with cork back

Xacto knife and blades

Matte Board

Textbook: Interior Design A Survey - Corky Binggeli

## Motion Graphics with Adobe After Effects 6.5

**Certificate of Completion Description:** This certificate of completion will introduce students to the fundamental principles of using Adobe After Effects 6.5 Production Bundle and how it pertains to broadcast design, motion graphics and visual effects. Students will explore the interface, compositions, nesting, project versus source files and output modules.

Projects will include animations, transfer modes, type tool animation presets, masks, effects part one, parenting 2-D and 3-D layers, virtual cameras and lights. Students will explore keying, compositing, effects, key frame assistants, 3-D filters, animated masks, auto trace, mask interpolation, motion stabilization, motion tracker, corner pin tracking, the paint tool, rotoscoping and expressions.

**Area of concentration:** Adobe After Effects 6.5®. Course content is designed around practical workplace applications. The goal is to provide a firm foundation of knowledge and skill together with performance standards of current industry practices and applications.

### Module Outline:

1. Basic Animation - Students will explore basic concepts used to create simple animations and composites
2. Intermediate Animations - Students will explore the use of parenting to create more sophisticated time line based animations, and the relationships
3. Exploring Effects Part One - Students begin to explore the many filters included in After Effects
4. Basic 3-D - Students are introduced to After Effects' ability to work with 3-D layers, cameras, lights and 3-D environments as the pertain to the creation of motion graphics
5. Intermediate 3-D - students build on their foundation and create sophisticate animations which include advanced camera moves using auto orientation, motion paths and expressions
6. Intermediate Compositing - students explore chroma key footage, animated masks and vector paint as they begin to integrate motion graphics with live action
7. Exploring Effects Part Two and Three - examination of advanced plug ins and key frame assistants, which provide color correcting, 3-D compositing and time distortion
8. Motion Tracking - Students are introduced to tools that allow them to generate positional information from live action video to combine with motion graphics and effects.
9. Producing Visual Effects - students explore producing video which can be used for generating visual effects
10. Final Projects/Portfolio - students unify the techniques explored to design and produce portfolio quality pieces as they relate to broadcast design and motion graphics, visual effects and compositing

### General Information

11 Weeks / 44 Contact Hours

Admission Requirements: Basic knowledge in Adobe Photoshop, or equivalent image manipulation software, including scanning and file types.

If you do not have this experience we have primer classes available at no additional cost

Books: Creating Motion Graphics with Adobe After Effects 6.5 Vol. 1 and 2  
 Author: Trish and Chris Meyer

## Motion Graphics with Apple Motion 3®

Certificate of Completion Description: This certificate of completion introduces students to graphics design using Motion, the real-time graphics design software from Apple Computer, Inc. Students will explore the interface, particle generators, libraries and tools that provide designers with easy-to-use tools to create broadcast and corporate video graphics. Broadcast and video production professionals will benefit from this introductory course to Motion.

Area of concentration: Apple Motion 3®. Course content is designed around practical workplace applications. The goal is to provide a firm foundation of knowledge and skill together with performance standards of current industry practices and applications.

### Module Outline:

1. Overview of Motion
  - A. Compare system requirements of Apple's Pro Apps
  - B. Discuss real world applications for Motion®
  - C. Tour of the Motion interface
2. Discovering Motion- Pt. 1
  - A. Explore the Generators, Layers and Objects in Motion®
  - B. Review and disassemble templates
  - C. Explore the Particle Generators and Behaviors
3. Discovering Motion- Pt. 2
  - A. Learn Advanced Particle Design
  - B. Explore Blend Modes
  - C. Learn how keying works inside Motion®
4. Editing with Motion
  - A. Learn how to edit within Motion®
  - B. Explore syncing with audio and markers
  - C. Create fine-tuned animations with key framing
5. Text Effects inside Motion
  - A. Explore real-time text generation
  - B. Learn how to animate text with text behaviors
  - C. Discuss text layering and interaction
6. Motion in the Production Workflow
  - A. Explore how Motion and Final Cut Pro® interact
  - B. Explore DVD authoring with Motion and DVD Studio Pro®
  - C. Create multiple examples using Apple's Pro Applications

### General Information

11 weeks 44 Contact Hours

Admission Requirements:

1. Previous experience with Final Cut Pro and DVD Studio Pro is beneficial

Books: Apple Pro Training Series: Motion  
By Damian Allen

## Broadcast Video Design - Adobe Video Collection

Certificate of Completion Description: The Broadcast Video Design certificate program focuses on the fundamentals of video production from concept to completion using digital video production tools such as Premiere Pro®, After Effects 6.5® and Encore DVD®. Students will explore effective, time saving video production techniques including hands on training with the latest digital cameras to produce professional quality video for broadcast and corporate production. This program was created to serve the corporate video markets as well as supplement training to existing broadcast video professionals in television and production studios.

Area of concentration: Premiere Pro®, After Effects 6.5® and Encore DVD®, digital video camera work and blue screen capture. Course content is designed around practical workplace applications. The goal is to provide a firm foundation of knowledge and skill together with performance standards of current industry practices and applications.

### Module Outline:

1. Video Production Fundamentals
  - A. Explore the differences between analog and digital video and the various video formats
  - B. Learn the principles behind shooting video
  - C. Examine how video and audio is encoded and manipulated in the digital realm
  - D. Discuss color management in a video production workflow
2. Non Linear Editing with Premiere Pro® - Part 1
  - A. Explore the user interface
  - B. Capture video and edit it down into a completed piece
  - C. Learn to use color correction to enhance video
  - D. Explore how effects and transitions function
3. Non Linear Editing with Premiere Pro® - Part 2
  - A. Learn advanced NLE Editing Techniques
  - B. Explore processes and techniques used for long and short form projects
  - C. Discuss effective media and project management
  - D. Learn effective audio sweetening techniques
4. Digital Compositing with After Effects 6.5®
  - A. Explore the user interface
  - B. Create a composition
  - C. Learn to create masks, utilize effects, manipulate cameras and lights, and render to various formats
  - D. Learn how to integrate Photoshop and Illustrator into After Effects.
5. DVD Authoring with Encore DVD®
  - A. Discuss the various DVD Formats and how they are implemented
  - B. Explore user interface
  - C. Learn how MPEG-2, Dolby Digital, and DTS are used in the mastering process
  - D. Explore the inner workings of surround sound
6. Final Production

### General Information

11 weeks / 44 Contact hours

Admission Requirements:  
Previous experience using image manipulation packages Adobe Photoshop and Illustrator

If you do not have this experience we can arrange for primer classes in both Photoshop and Illustrator at no additional charge.

## Broadcast Video Design - Apple Final Cut Studio2

Certificate of Completion Description: The Broadcast Video Design certificate program focuses on the fundamentals of video production from concept to completion using digital video production tools such as Final Cut Pro 6, Motion 3, and DVD Studio Pro 4. Students will explore effective, time saving video production techniques including hands on training with the latest digital cameras to produce professional quality video for broadcast and corporate production.

This program was created to serve the corporate video markets, as well as, supplement training to existing broadcast video professionals in television and production studios.

Area of concentration: Apple Final Cut Pro 6®, DVD Studio Pro 4®, Motion 3® and digital video camera work. Course content is designed around practical workplace applications. The goal is to provide a firm foundation of knowledge and skill together with performance standards of current industry practices and applications.

### Module Outline:

1. Video Production Fundamentals
  - A. Explore the different analog and digital video acquisition formats
  - B. Discover camera techniques in various shooting scenarios
  - C. Examine lighting and audio setup
  - D. Discuss current delivery formats and impact upon acquisition format choice
2. Non Linear Editing with Final Cut Pro® 6 - Part 1
  - A. Explore the user interface including time saving keyboard shortcuts
  - B. Capture video utilizing effective media management techniques
  - C. Discover the primary and secondary editing tools
  - D. Explore the use of transitions, filters and composite modes
3. Non Linear Editing with Final Cut Pro® 6 - Part 2
  - A. Explore use of the multi cam feature
  - B. Discuss various formats for ingest and export
  - C. Discover finishing tasks such as color correction
  - D. Explore audio clean up techniques with Soundtrack Pro
4. Digital Compositing with Motion 3®
  - A. Explore the user interface
  - B. Create text effects and bezier masks
  - C. Utilize filters, behaviors and particle generation
  - D. Integrate with Final Cut Pro and DVD Studio Pro
5. DVD Authoring with DVD Studio Pro® 4
  - A. Discuss the various DVD Formats
  - B. Explore DVD Studio Pro interface
  - C. Discover basic and advanced authoring techniques
  - D. Integrate Compressor into the DVD Studio Pro workflow

### General Information

11 weeks / 44 Contact hours

Admission Requirements:

Experience with Mac OS X

Books:

Apple Pro Training Series Final Cut Pro 6  
By Diane Weynand

Editing Techniques with Final Cut Pro  
By Michael Wohl

## Advanced Flash CS3®

**Certificate of Completion Description:** The Advanced Flash CS3® course is devoted exclusively to ActionScripting. Students are expected to have a working knowledge of basic Flash animation and navigation. Alternately, they should have prior experience regarding HTML and basic web site construction.

The Advanced Flash MX course will explore how to build more complex Flash animations, interfaces and standalone applications using ActionScript. Topics covered will include: object-oriented programming, instances, classes, variables, methods, functions, listeners, logic operators, arrays, events, dynamic content, script-based animation, and creating modular code.

**Areas of concentration:** Adobe Flash 8® and Action Scripting. Course content is designed around practical workplace applications. The goal is to provide a firm foundation of knowledge and skill together with performance standards of current industry practices and applications.

### Module Outline:

1. Establishing Foundation
  - A. Reference objects using ActionScript
  - B. Use instance properties
  - C. Use debugging features in ActionScript
  - E. Create movie clips using ActionScript
2. ActionScript Commands
  - A. Load Adobe Flash movies and JPEGs into a movie clip
  - B.. Create animations using ActionScript
  - C. Work with variables
  - D. Create a form and use conditional logic to validate it
3. Variables and Functionality
  - A. Pass variables out of a Adobe Flash movie
  - B. Work with built-in functions
  - C. Use built-in objects and use methods to manipulate objects.
4. Text Fields & Data
  - A. Reference variables across movies
  - B. Create reusable ActionScript with custom functions
  - C. Create an external data source for Adobe Flash movies
  - D. Display dynamic content in Adobe Flash.
  - E. Use Adobe Flash 8® components
5. Additional Topics
  - A. ActionScript best practices
  - B. Creating movieClips with ActionScript
  - C. Using button movie clips
  - D. Referencing object events from the Time line
  - E. Using forms and working with variables
6. Final Production
  - A. Animating with ActionScript
  - B. Understanding and using ActionScript objects
  - C. Understanding object methods, properties and events
  - D. Using the Color object
  - E. Creating text fields with ActionScript
  - F. Using the TextField and TextFormat objects
  - G.. Reusing code
  - H. Working and writing with functions
  - I. Creating dynamic content
  - J. Using the LoadVars object
  - K.. Using components with ActionScript

### General Information

11 Weeks 44 Contact hours

#### Admission Requirements:

This program is for the learner who has the working knowledge of basic Flash Animation and Navigation. Experience regarding HTML and basic web site construction.

## Web Site Design and Development

**Certificate of Completion Description:** This program is intended for individuals who already have basic design skills and seek to upgrade and expand those skills for web delivery. Dealing with technical aspects of web sites, the studies will explore interactive design, authoring tools, and interface design. The certificate of completion program will help designers and other professionals create and maintain web sites of distinction.

**Area of concentration:** Adobe Dreamweaver CS3®, Flash CS3®, and Fireworks CS3®. Course content is designed around practical workplace applications. The goal is to provide a firm foundation of knowledge and skill together with performance standards of current industry practices and applications.

### Module Outline:

1. Project Design Document
  - A. Create a project design document for certificate of completion
  
2. Web Graphics with Adobe Fireworks CS3®
  - A. Optimize Images using Adobe Fireworks®
  - B. Explore Image Maps
  - C. Slice Images using Adobe Fireworks®
  - D. Animate Images using Adobe Fireworks®
  - E. Create Rollover Images using Adobe Fireworks®
  
3. Designing with Adobe Flash CS3®
  - A. Explore the Adobe Flash® Work Area
  - B. Create Basic Animations
  - C. Explore the Drawing and Painting Tools
  - D. Create Animated Buttons
  - E. Import and Export Images
  - F. Create Basic Inter activity
  - G. Work with Symbols and Instances
  
4. Designing with Adobe Flash CS3® Action Scripting
  - A. Creating movie clips with ActionScript
  - B. Referencing object events from the Time line
  - C. Working with variables
  - D. Animating with ActionScript
  - E. Drawing with ActionScript
  - F. Using ActionScript objects
  - G. Using object methods, properties and events
  
5. Designing with Adobe Dreamweaver CS3®
  - A. Explore the Adobe Dreamweaver® Work Area
  - B. Work with Layout, Typography, and Cascading Style Sheets
  - C. Work with Tables and Frames
  - D. Experience HTML in Dreamweaver®
  - E. Explore Templates and Libraries
  - F. Work with Links and Rollovers
  
6. Developing with Adobe DreamweaverCS3®
  - A. Apply Design Principles
  - B. Apply the Flowcharts
  - C. Apply Interface Design
  - D. Apply Storyboards
  - E. Present a HTML and Flash Web Site

### General Information

11 weeks / 88 Contact hours

Admission Requirements:

Proficient level of knowledge in Adobe Photoshop, or equivalent image manipulation software, including scanning and file types.

If you do not have this experience we have primer classes available at no additional cost.

# THE ART INSTITUTE OF COLORADO CONTINUING EDUCATION

1200 LINCOLN STREET | DENVER COLORADO 80203 | 303.837.0825 | Fax 303.860-8520 | aic.aii.edu

## APPLICATION

Please Print

Name: \_\_\_\_\_  
(Last Name) (First Name) (Middle)

Address: \_\_\_\_\_  
(Street, P.O. Box)

\_\_\_\_\_  
(City) (State) (Zip)

Telephone#: \_\_\_\_\_  
(Home) (Business) (Fax)

E-mail Address: \_\_\_\_\_ Social Security #: \_\_\_\_\_

Certificate of Completion Program in which you are enrolling: (please check one)

- |  |  |  |  |
|--|--|--|--|
| <input type="checkbox"/> 3-D Modeling - 3ds max<br><small>(44 Hours)</small>         | <input type="checkbox"/> Broadcast Video Design - Apple<br><small>(44 Hours)</small> | <input type="checkbox"/> Digital Photography<br><small>(44 Hours)</small>                | <input type="checkbox"/> Motion Graphics w/ Motion<br><small>(44 Hours)</small>      |
| <input type="checkbox"/> 3-D Modeling - Maya<br><small>(44 Hours)</small>            | <input type="checkbox"/> Designing with AutoCAD<br><small>(44 Hours)</small>         | <input type="checkbox"/> Landscape Design<br><small>(44 Hours)</small>                   | <input type="checkbox"/> Residential Interior Decor'<br><small>(44 Hours)</small>    |
| <input type="checkbox"/> Advanced Flash<br><small>(44 Hours)</small>                 | <input type="checkbox"/> Designing with Photoshop<br><small>(44 Hours)</small>       | <input type="checkbox"/> Motion Graphics with<br>After Effects <small>(44 Hours)</small> | <input type="checkbox"/> Residential Interior Decor' II<br><small>(44 Hours)</small> |
| <input type="checkbox"/> Broadcast Video Design - Adobe<br><small>(44 Hours)</small> | <input type="checkbox"/> Digital Graphic Design<br><small>(88 Hours)</small>         | <input type="checkbox"/> Motion Graphics with<br>Combustion <small>(44 Hours)</small>    | <input type="checkbox"/> Web Site Design and Dev.<br><small>(88 Hours)</small>       |

### Check Starting Date

- January 12th, 2009     April 6th, 2009     July 13th, 2009     October 6th, 2008

Please complete the sections below or submit current resume.

Education	School Name	Major Course of Study	Degree/Certificate	Dates Attended or Graduated
High School				
College(s)				
Graduate School(s)				
Other				

Please describe your current employment

Name of Employer	Position Held	Dates from/to

How did you hear about The Art Insitute of Colorado Continuing Education Department?

## Financial Information

Tuition and fees applicable to The Art Institute of Colorado Continuing Education Certificate of Completion Programs.

	3-D Animation 3ds max	3-D Animation Maya	Advanced Flash MX	Broadcast Video Design Adobe	Broadcast Video Design Apple	Designing w/ Photoshop	Designing w/AutoCAD	Digital Graphic Design
Tuition:	\$2121.00	\$2121.00	\$2121.00	\$2121.00	\$2121.00	\$2121.00	\$2121.00	\$4242.00
Application Fee	\$50.00	\$50.00	\$50.00	\$50.00	\$50.00	\$50.00	\$50.00	\$50.00
<b>Total Tuition and Fees</b>	<b>\$2171.00</b>	<b>\$2171.00</b>	<b>\$2171.00</b>	<b>\$2171.00</b>	<b>\$2171.00</b>	<b>\$2171.00</b>	<b>\$2171.00</b>	<b>\$4292.00</b>

Textbooks	\$70.00	\$70.00	\$70.00	\$100.00	\$100.00	\$70.00	\$70.00	\$100.00
Supplies and Fees	\$50.00	\$50.00	\$50.00	\$50.00	\$50.00	\$50.00	\$50.00	\$50.00
<b>Total: Books &amp; Sup.</b>	<b>\$120.00</b>	<b>\$120.00</b>	<b>\$120.00</b>	<b>\$150.00</b>	<b>\$150.00</b>	<b>\$120.00</b>	<b>\$120.00</b>	<b>\$150.00</b>

	Digital Photography	Landscape Design	Motion Graphics w/ After Effects	Motion Graphics w/ Combustion	Motion Graphics w/ Motion	Residential Interior Decor I	Residential Interior Decor II	Web Site Design & Dev
Tuition:	\$2121.00	\$2121.00	\$2121.00	\$2121.00	\$2121.00	\$2121.00	\$2121.00	\$4242.00
Application Fee	\$50.00	\$50.00	\$50.00	\$50.00	\$50.00	\$50.00	\$50.00	\$50.00
<b>Total Tuition &amp; Fees</b>	<b>\$2171.00</b>	<b>\$2171.00</b>	<b>\$2171.00</b>	<b>\$2171.00</b>	<b>\$2171.00</b>	<b>\$2171.00</b>	<b>\$2171.00</b>	<b>\$4292.00</b>

Textbooks	\$70.00	\$100.00	\$70.00	\$70.00	\$70.00	\$100.00	\$100.00	\$100.00
Supplies and Fees	\$100.00	\$200.00	\$50.00	\$50.00	\$50.00	\$200.00	\$200.00	\$50.00
<b>Total: Books &amp; Sup.</b>	<b>\$170.00</b>	<b>\$300.00</b>	<b>\$120.00</b>	<b>\$120.00</b>	<b>\$120.00</b>	<b>\$300.00</b>	<b>\$300.00</b>	<b>\$150.00</b>

Optional expense: Although no specific computer software is required, participants who wish to purchase software can do so through [www.journeyed.com](http://www.journeyed.com) at a discounted rate.

What objectives do you plan on achieving during this training?

Is there anyone else that would be interested in design, 3d, video web or culinary training or degree?

Please identify your skill level for relevant

Skill	Fundamental	Proficient	Intermediate	Expert
A.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
B.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
C.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
D.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
E.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
F.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
G.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
H.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Name (please print)

Signature of Applicant

Date

The Art Institute of Colorado does not discriminate on the basis of race, color, religion, national origin, ancestry, sex, age, sexual orientation or disability in the administration of any of its educational programs or activities or with respect to admission or employment. The Art Institute of Colorado is a member of the Art Institutes, one of the nations leaders in career-oriented education for the creative arts.