

REVISED FOR WINTER QUARTER 2010

# Course ***Descriptions***



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## ALL COURSES ARE 3 CREDITS UNLESS OTHERWISE NOTED

Prerequisites may be waived by the Program Chair or Department Director

### 2D Animation Technique DIG3313C

This course expands the exploration of 2-D animation, utilizing skills learned in previous courses and examines new techniques. Concepts are integrated to create a single 2-D animated piece that demonstrates balance, weight, appeal and dialogue. (prereq: FIL2723C)

### 2D Animation I: Principles GRA2854C

This course examines the necessary tasks in the production phase of an animation. Students are introduced to the fundamental concepts of traditional [cell] animation. These concepts are applied through storyboarding and character studies including the production of a short original 2-D animation. (prereq: ART1331C)

### 2D Animation II: Applications FIL2723C

This course presents the techniques necessary to produce an animation with a purpose. Addition of multiple characters increases the level of complexity and necessitates a short storyline. Use of a capture device, pencil tests, inking, and other 2-D animation skills are explored. (prereq: GRA2854C & FIL1104C)

### 2D Digital Authoring DIG3722C

Game design students develop an interactive 2D internet based game site displaying levels, 3D animations and graphic design files of their work. Students acquire skills in html, CSS and java coding, graphic rules, site layout, and FTP. File formats for displaying game files and optimization of graphics, video, and sound for the web are discussed as well as methods to display the site on the web. Students develop a functioning internet site displaying their works.

### 3D Animation I: Principles DIG3306C

This animation course builds on tools, concepts and techniques learned in the 3-D modeling course. Techniques in animation are developed. This course provides a solid understanding of 3-D computer animation. (prereq: DIG2321C, coreq: DIG3323C)

### 3D Animation II: Applications DIG3354C

This course improves on the tools, concepts, and techniques developed in the previous 3-D animation courses. Students apply techniques to 3-D character animation. (prereq: DIG3306, coreq: DIG3371C)

### 3D Animation III: Staging and Interaction DIG3362C

Building on previous 3D animation experience, students apply their knowledge of the principles of animation in order to demonstrate an advanced understanding of character action and acting. Multi-character interaction, cycles, animation-to-audio, and concrete animation will be covered. (prereq: DIG3354C)

### 3D Animation IV: Acting and Dialogue DIG4369C

This course focuses on expanding students' knowledge of creating animation performances with character and emotion. Students delve into the intricacies of character acting through animation and lip-sync to dialogue. Students produce 3D character animation scenes that develop their ability to make acting choices, show thoughts and emotions of character, and reinforce applying the principles of animation to the scene. Components of the course include phonemes and visemes, facial landmarking, emotional transitions, blinks and solid facial animation procedures. (prereq: DIG3362C)

### 3D Animation Scripting DIG4367C

This course builds on all previous 3-D courses, concentrating on advanced topics relating to 3-D scripting language in relation to character animation and rendering. (prereq: DIG4376C)

### 3D Character Rigging DIG3371C

Students learn to attach control mechanisms on biped and quadruped characters so that the 3D mesh can be animated for use in level modifications. Various methods and skeletal systems used in rigging a character are explored. The student also learn to use character constraints such as inverse kinematics. (prereq: DIG2363C or DIG3323C)

### 3D Game Animation DIG3368C

Students apply traditional animation techniques to 3D characters created specifically for a video game environment. Concepts such rigging, forward kinematics, inverse kinematics and are discussed and implemented. Students rig and develop skills in animating low polygon 3D geometry. (prereq: DIG3371C)

### 3D Game Scripting DIG3723C

This course introduces the student to game scripting. The student becomes familiar with compiling and scripting to modify in-game play. This class employs a next-generation game engine. The student modifies existing scripts to create a custom weapon, health sphere, vehicle, decoration, and character. (prereq: COP2363C and DIG3793C)

### 3D Lighting & Textures I DIG4373C

This course improves on the tools, concepts and techniques taught in previous 3D animation courses. Students apply lighting and surface attributes, improving previous work using techniques developed in this class. (prereq: DIG3326C)

### 3D Lighting & Textures II DIG4376C

In this class students expand their knowledge of materials, textures and lighting strategies to add detail and realism to objects without adding complexity to the model. Students simulate real world surfaces containing reflection, radiosity, and other effects. (prereq: DIG4373C)

### 3D Modeling I: Foundations DIG2321C

In this introductory course to 3-D computer generated images, students integrate their technical knowledge and creativity in a three-dimensional environment. Students apply design principles using the computer as a tool to further their understanding of the creative process in developing three-dimensional models and environments. (prereq: GRA1106C, coreq: GRA1762C)

### 3D Modeling II: Character Modelling DIG3323C

This course introduces new tools, concepts, and techniques. Students apply and implement 3-D modeling techniques learned in previous 3-D courses and explore more sophisticated techniques. Primary focus is on 3-D character modeling. (prereq: DIG2321C, coreq: DIG3306C)

### 3D Modeling III: Designing Environments DIG3326C

This course expands the students' knowledge of 3D modeling concepts and techniques. By applying advanced 3D modeling techniques learned in previous 3D courses, students produce original 3D environments. (prereq: DIG3323C)

## A

### A la Carte and Dining Room Operation HFT2842C

Introduces students to the A La Carte kitchen, emphasis is on "a la minute" method of food preparation and dining room service standards. Industry terminology, correct application of culinary skills, plate presentation, organization and timing in producing items off both a fixed-price menu and a la carte menu are stressed. The principles of dining room service are practiced and emphasized. The philosophy of food is explored and examined in light of today's understanding of food, nutrition and presentation. (6 credits)

### Abnormal Psychology CLP3144

This course covers many areas of psychological dysfunction, including panic disorder, post-traumatic stress disorder, rape trauma, and autistic disorder. This course is a fascinating study of behaviors, thought processes, and many challenges faced by those who struggle with psychological disorders. (prereqs: PSY2012)

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### Accessories Design CTE3727C

This course provides students with a working knowledge of the design and execution of fashion accessories. A strong emphasis is placed on the changing fashion image and the importance of accessories in creating a "total fashion look." Manufacturing and production processes are discussed. Students are taught techniques for working with suitable materials used for fashion accessories. Decorative production methods are also covered. Emphasis is on the correct use of Swarovski product line.

### Account Planning ADV4601C

This course examines account planning and account management functions and how to integrate them into a successful approach to advertising and advertising campaigns. Emphasis is placed on the responsibilities of account planning which include account services and research. Specific responsibilities may include research, interdepartmental communications management, acting as the point of contact between agency and client, the project time-line, and consideration of proposed advertising decisions from the consumers perspective.

(prereq: GEB2216C & MAR3500)

### Acting and Movement TPP1500C

This course introduces students to the perception and rendition of movement in animation through references in the real world. The student learns to observe and reproduce movement, human or otherwise, in a convincing manner and transcribes those motions to 2-D and 3-D environments.

### Acting for the Screen TPP2262C

This course explores the skills required by an actor, specifically in front of a film or video camera. Further study develops the actor's ability to establish creative, collaborative relationships with other actors. The course focuses on what constitutes a good performance, what actors want from directors, what directors do wrong, script analysis, how actors work, and the director/actor relationship.

### Active Sportswear CTE3775C

Students design and construct apparel for the active sportswear market.

(prereq: CTE2750C)

### Advanced Fashion Portfolio CTE4895C

The student assembles a formal portfolio to represent their skills along with special interests they have developed throughout the program.

(prereq: CTE4936C)

### Advanced 2D Animation DIG3314C

This course continues the development of 2-D animation skill through the use of a computer and a professional 2-D animation software package. The course applies the concept of short animation production from the beginning to the end.

(prereq: FIL2723C)

### Advanced 3D Game Animation DIG4383C

Students continue to develop animation skills for use in a video game environment. Student study facial animation for low polygon characters. Students also study the basics of a physics engine to apply real world motion to objects and characters such as gravity, mass, fluids, cloth, and soft and rigid body objects. Students develop research methods specific to video game creation.

(prereq: DIG3368C)

### Advanced 3D Game Scripting DIG3724C

This course is a continuation of 3D game scripting with a focus on advanced techniques of scripting inside a game engine. Students study how to customize attributes of game assets including animation, vehicle, cameras, etc., and to modify play parameter and elements of content, while maintaining clean and legible code.

(prereq: DIG3723C)

### Advanced Apparel Draping CTE2750C

Students execute their own designs using advanced draping techniques including style lines, fit, and balance. Additionally, students explore the couture market with its advanced construction and finishing processes.

(prereq: CTE2342C, CTE2770C)

### Advanced AutoCAD IND4469C

This course coaches the student in advanced applications of two-dimensional design, project organization and project management skills. An introduction to three-dimensional design is also included in the course.

(prereq: IND3467C, IND3456C, IND3018C)

### Advanced Business Management IND4504

This course offers the opportunity to examine skills, resources, and techniques required to efficiently manage the ongoing business operations of an interior design office.

(prereq: IND2503)

### Advanced Business of Photography PGY2322

This course explores professional development tools including resumes, cover letters, networking, and interviewing. Students develop individual plans for marketing their talents and finding work after graduation with an emphasis on targeting markets to suit their personal goals.

(prereq: PGY2321)

### Advanced Camera and Lighting RTV3262C

Students are immersed in the process of professional video field production in two styles: ENG and EFP. News encompasses on-the-spot coverage and story telling in a spur-of-the-moment reporting format. The course also examines EFP, single-camera location shooting as expressed in documentaries, corporate projects, or commercials. Both styles are edited to completion.

(prereq: RTV2245C)

### Advanced Computer Application IDD4022C

Students render complex shapes, 3D models, and computer-generated presentation of products, packages, and displays. (offered SP & FA quarters)

(prereq: ETD2340C)

### Advanced Delineation IND4322C

This course is a further and continuous study of drawing, construction, and media application to rendered presentation drawings. The work is individualized to meet and address student requirements.

(prereq: IND1400C, IND1335C, IND1304C)

### Advanced Digital Illustration ART4274C

Students generate advanced vector based artwork that builds on and enhances digital illustration skills and develop an individual illustration style using digital media. Students explore a wide range of illustrations styles and how they are created in vector based programs. Advanced concepts include complex logo creation, object and portrait realism, drawing with perspective, advanced shading techniques, advanced text effects and advanced masking techniques.

(prereq: GRA1852C)

### Advanced Digital Imagery GRA3154C

This course enhances the students overall illustration skills and reviews various styles that combine traditional concepts with computer technology. Discussions include a more comprehensive knowledge base in 2D computer-generated techniques with an emphasis on creating original imagery as well as the manipulation of imported images.

(prereq: PGY2803C)

### Advanced Digital Textile Design CTE3413C

This course enables students to identify the major categories of textiles, including knits and wovens for digital rendering. Special emphasis is placed on accurately rendering fibers, fabrics, and prints and the appropriate selection for a variety of end uses, including apparel and home furnishings. Items are rendered in proprietary software for use in digital textile printing, traditional textile printing methods, and fabric construction.

(prereq: CTE3412C)

### Advanced Drawing ART2302C

An exploration of advanced drawing concepts and techniques with emphasis on composition, illustration and rendering. This course also explores the possible aesthetics that lie within the discipline of drawing and the application of that discipline to the finished presentation.

(prereq: ART2251C)

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### Advanced Electronic Imaging Applications PGY3808C

Using techniques and skills developed in Intermediate Electronic Imaging Applications, students explore advanced emerging technologies and the various professional uses of advanced digital imaging. Students are expected to combine previously learned techniques and skills with newly acquired information and design skills to produce unique digital images.

(prereq: PGY2802C)

### Advanced Game Prototyping DIG4567C

In this continuation of interactive game prototyping, students work in teams to create and produce a stand-alone game prototype demonstrating game design principles acquired in preceding courses. The culmination of course work is the fine-tuning of designs, scripting, storyboarding, and production skills.

(prereq: DIG4566C)

### Advanced Industrial Rendering IDD1033C

In this course, students apply visualization and presentation techniques used in the industrial design profession. This course promotes the skill of drawing quickly by emphasizing visual note taking, generating visual ideas, working from non-visual sources, and establishing a method for accurate freehand and perspective drawing.

(offered SP & FA quarters)

(prereq: IDD1032C)

### Advanced Interface Design DIG4781C

Students execute advanced design concepts based on the human-computer interface. Students formulate design projects specifically for delivery media such as kiosks, the world wide web, and portable media. Parameters relating to color, resolution, access speed, usability, functionality, and composition mediate the design process. Students employ principles of interactive design appropriate for the client and/or target audience.

(prereq: DIG3103C, CGS3875C)

### Advanced Level Design DIG3794C

Building upon skills learned in the Level Design course, students continue work with the level editor. Students begin to build more advanced levels using static meshes, karma and collision while still maintaining focus on the gameplay aspects of the level.

(prereq: DIG3793C, DIG3792C, DIG2363C)

### Advanced Life Drawing / Painting ART3567C

This course combines the use of paint as well as mixed media and focuses on rendering the human figure. Lectures, research assignments on contemporary and master paintings, painting for traditional animation, and sketchbook assignments further enhance the student's understanding and application of color theory, design, and the ability to master visual problem solving. Demonstrations and critiques stress the successful use of the paint medium, design, and color theory when composing the figure. By expanding the understanding of the figure, computer animation students more successfully develop 2D and 3D animation projects including character development, background painting, 3D environments, rendering, and lighting

(prereq: GRA2761C or ART2330C)

### Advanced Lighting PGY2202C

Expanding skills developed in Lighting, this course emphasizes advanced lighting and metering techniques. Students study the color qualities of light under various conditions while focusing on using light to create a mood, to tell a story, or to communicate effectively.

(prereq: PGY1201C)

### Advanced Materials and Lighting DIG4799C

This is an advanced level design course with a specific focus on lighting techniques and advanced material application within a game engine. Concepts covered in this course include alpha channels, specular maps, cube maps, UVW wrapping, and baking textures.

(prereq: DIG3792C)

### Advanced Nonlinear Editing RTV3255C

This course covers techniques of nonlinear editing, including layering of video, integration of graphics, multi-track audio mixing and equalization, special effects, and workflow.

(prereq: FIL2553C)

### Advanced Painting ART4505C

This course develops advanced painting skills and further explore various painting media. Students are encouraged to begin developing an individual style for illustration.

(prereq: ART3504C)

### Advanced Patisserie and Display Cakes FSS2069C

Students explore the techniques of plated desserts and the theory behind building edible art for a la carte service, competition, and banquet functions. Students also study decorating techniques to produce a variety of specialty decorated cakes. The proper use of a pastry bag with various shape tips to produce shells, stars, rosettes, and butter cream roses are taught as well as the design, assembly, and decorating of wedding cakes. (6 credits)

### Advanced Post-Production RTV4256C

This course covers advanced editing techniques, such as matting techniques, color correction, film notation & editing, multi-camera editing, advanced titling, and an advanced layering interface. Output techniques include DVD authoring and output to multiple formats using third party software. The overall emphasis is on good production and post-production techniques as well as producing a marketable final product.

(prereq: RTV3255)

### Advanced Product Design IDD3103C

This advanced course utilizes the experience gathered from previous courses while emphasizing an extensive understanding of the product development and teamwork processes. The course culminates with a finished model or prototype.

(offered SP & FA quarters)  
(prereq: IDD3102C, IDD3020C, IDD1033C)

### Advanced Radio Programming RTV2249C

This course simulates the experience of operating a small-market commercial radio station, using advanced digital audio radio applications. Additional instruction is given in advanced announcing and presentation techniques. Station jobs are assigned including program director, music director, production director, and traffic/news director positions.

(prereq: RTV1240C)

### Advanced Sound Design FIL3545C

This course explores the methods and techniques adopted by digital video production professionals in the final design and multi-track-mixing process. Students focus on automated dialogue replacement, sound effects creation, and the final layering and mixing process.

(prereq: RTV3217C)

### Advanced Swimwear CTE3728C

A continuation of the swimwear course, this course focuses on advanced production techniques in the swimwear market and coordinates the accessories that complete a swimwear collection. Students produce a collection of swimwear separates including appropriate accessories.

(prereq: CTE2770C)

### Advanced Visual Merchandising MKA3106C

Students work in a laboratory setting to continue the development of their skills and understanding of the three-dimensional selling tool of virtual display.

(prereq: MKA2100C)

### Advanced Web Design DIG4593C

Students plan, construct and program advanced interactive media presentations utilizing CSS and AJAX to be delivered over the internet. Students further analyze the expectations of the business community in areas such as server implementations and security implications. Students also research further strategies in advanced scripting.

(prereq: CGS3803C)

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### Advanced Web Scripting COP4813C

Through this course, students refine and enhance programming skills. The student gains experience developing advanced applications using specific computer languages. Students apply the fundamentals of interactive web design with a focus on active server pages programming. The course introduces students to concepts related to web site creations based on server side processing.

(prereq: (DIG4593C, COP4111C))

### Advanced Web Animation DIG4316C

In this course, students construct complex web animations utilizing programming through use of HTML, Web editors and web animation software. Students program these animations through the addition of scripting languages to these projects.

(prereq DIG3308C)

### Advertising and Society SYP3322

Students examine the criticisms and benefits of advertising in society. A main theme of the course is to evaluate whether advertising channels desire or creates desire. Topics discussed include sexual images in advertising, sexism and racism, images of children, ethnic advertising, adult, and false needs.

(prereqs: ENC1101 and [MGF1211 or MAD1104 or MAC1105])

### Advertising Copywriting ADV3105C

Students develop copywriting skills while exploring the foundations of writing copy for advertising. Students also apply copywriting principles to a variety of products and services. The course focuses on developing effective verbiage and advertising strategies that underlie and enable creative executions while cultivating solid concepts and writing skills.

(prereq: ENC1145)

### Advertising Design GRA2195C

This course defines the role of design in an advertising context. Advertising strategy based on media and marketing realities is investigated and applied. Students explore specific areas of advertising, including consumer goods, consumer service, and public service.

(prereq: GRA2177C)

### Advertising Industry Survey ADV1000

This course is a basic introduction to advertising, its history, potential, and limitations. Students examine the role of advertising and different methods of communication, as well as the advertising spiral, advertising objectives, advertising copy, and federal regulations. Students also analyze media choices and strategies, research, target audiences, and creating campaigns. The course also helps the student to recognize emerging trends and to capitalize on them.

### Advertising Photography PGY2221C

Students study the advertising industry and the application of images for the purpose of selling. Through the production of images for magazine, billboard, point-of-sale, and other advertising uses students expand their understanding of advertising imagery and shooting to layout. Students prepare the images for print and digital delivery and focus on meeting the advertising needs of their clients.

(prereq: PGY1050, PGY2202)

### Advertising and Society SYP3322

Students examine the criticisms and benefits of advertising in society. A main theme of the course is to evaluate whether advertising channels desire or creates desire. Topics discussed include sexual images in advertising, sexism and racism, images of children, ethnic advertising, and false needs.

(prereqs: ENC1101 and [MGF1211 or MAD1104 or MAC1105])

### Advertising Portfolio ADV4710C

In preparation for job interviews, students write, design, and refine an advertising portfolio. Working individually with the instructor, each student selects representative pieces that showcase written, marketing, presentation, business, design, and conceptual competencies that meet the requirements of the Advertising in Bachelor Design program.

(prereq: CAP4970C)

### Advertising, Sales and Ratings ADV2106

This course focuses on a review of advertising fundamentals, their potentials and limitations, advertising methods, objectives, copy, federal regulations, salesmanship, and the proper positioning of a client. Servicing accounts and interfacing with advertising agencies are also covered. (offered SP & FA quarters)

### Airbrush ART2551C

This course focuses upon airbrush applications as a tool utilized in illustration and in graphic design. The operation, maintenance, and use of the brush, paints, friskets, and shields are explored.

### American Regional Cuisine FSS1745C

The course reinforces the knowledge and skill learned in the preceding classes and helps students build confidence in the techniques of basic cookery. The development of knife skills is accented. American Regional cuisine explores the use of indigenous ingredients in the preparation of traditional and contemporary American specialties. The concepts of mise en place, time-lines, plate presentation, and teamwork in a production setting are introduced and accentuated. Timing and organization skills are emphasized. (6 credits)

### Anatomy Drawing for Industrial Design IDD3601C

This course utilizes developed drawing skills as they pertain to human factors in relationships to products.

(prereq: ART1331C)

### Ancient and Medieval Civilizations WOH2012

Students explore the origins of civilizations through the Renaissance from the African, Asian, European, and Native American perspectives. Students examine such issues as ethnicity, gender, work and social order, spirituality, religion and the state, material invention, and the environment along with various art forms from each civilization.

### Animal Drawing ART3384C

In this course, the student continues to develop the skills learned in Drawing & Anatomy and Advanced Life Drawing & Painting. The focus is on the study of basic animal anatomy and locomotion as it relates to animation and character design. Students sketch from life as well as from anatomical drawings, video footage, and photos of animals. The importance of developing observational and analytical skills is discussed and implemented through research assignments and field trips. The structure of mammals, reptiles, marine life, birds and insects is compared and contrasted, giving students a comprehensive overview of the animal world.

(prereq: ART4505C or ART3567C)

### Animatics and Previsualization DIG3542C

This course examines the necessary tasks in the pre-production phase of an animation project. Students utilize artistic and editing skills for creating storyboards, video animatics and basic scene timing, and layout. A working model of their final demo reel is produced.

(prereq: FIL1104C & DIG3343C and [ART2626C or DIG3323C])

### Animation Digital Portfolio DIG2950C

This course continues the refinement of the students digital portfolio. Students focus on meeting digital portfolio requirements and showcasing their individual strengths and areas of specialization. Students apply time management, technical, and artistic skills to complete a final video.

(prereq: DIG2953C)

### Animation Print Portfolio DIG2953C

This course identifies and organizes elements of the students body of work in preparation for portfolio development and preparation. Students develop an action plan and begin its implementation. Areas of study are defined, areas of improvement are targeted, and project management is emphasized. Print and digital portfolio requirements are delineated. Professional demo reels are shown and studied.

(prereq: GRA2761C, GRA1762C)

### Apparel Evaluation & Production CTE1841C

Students analyze construction standards and techniques used in the ready-to-wear industry. Research serves as the foundation for developing skills in garment specifications, assembly, and finishing.

(prereq: MKA1402, CTE1760C)

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### Apparel Pattern Details CTE1741C

Flat pattern techniques are taught in accordance with approved garment trade practices. Students draft and manipulate the various garment components and construct muslin samples.

(prereq: CTE1740C, CTE1730C)

### Application Quality and Assurance DIG4594C

In this course students implement the concepts and techniques used in testing, managing, deploying and supporting interactive media applications. Through theories presented, students construct testing procedures, effective communication/production protocols, and support issues surrounding production.

(prereq: CAP4970C )

### Architectural Detailing IND3424C

This course stresses the importance of visualization, coordination, and drafting of the various components of interior spaces. Emphasis is placed on architectural woodwork detailing.

(prereq: IND2453C)

### Architectural Photography PGY3233C

Students study architectural photography including planning, lighting, and photographing interiors and exteriors. By researching methodology, equipment, aesthetics, and client needs students determine the most advantageous approaches to photographing a variety of architectural challenges. Class participants implement combinations of natural and artificial lighting while managing composition, styling, and use of props to maintain integrity of architectural moods and elements.

(prereq: PGY3205)

### Art Appreciation ARH2000

This course is a comparative and interactive study of the arts from prehistoric to modern times, with emphasis on cultural relationships in the world to the visual arts: two-dimensional (painting, printmaking, and photography), three-dimensional (sculpture and architecture), and experiential (theatre and film).

### Art Culinaire HFT3191C

This course celebrates the culinary styles, restaurants, restaurateur, and chefs who are in the current industry spotlight. Their style, substance, and quality are discussed and examined. During the hands-on production aspect of the class, students have the opportunity to be exposed to specialty produce and products.

### Art Directed Photography PGY4477C

Students synthesize their image creation talents with a production team to develop a concept from inception to final product. In collaborative exercises that present the dynamics and complexities experienced when involved with creative teams, students must strategize with each other to achieve their collective goal. Students defend their roles in an environment where the art director, not the photographer, is responsible for the final outcome of the assignment.

(prereq: GRA1121C, PGY3205C)

### Art Direction and Creative Process GRA4591C

The role of the art director in producing multi-faceted design projects is examined. A team environment further enhances leadership, communication, and negotiation skills. Emphasis is placed upon coordinating creative efforts from concept to finished product.

(prereq: MAR3322C, GRA3816C) & (GRA3224C or ADV4601C))

### Art for Reproduction GRA1121C

This course introduces the student to computer based page layout and the printing process. Students study terminology used in the industry, page design and layout, digital typography, and preparing files for print.

(prereq: [GRA1120C & PGY2803] or [GRA1120C & PGY1801C])

### Art History ARH2052

This course examines the historical development of painting, sculpture, and architecture and compares visual art from different time periods and cultures. The chronological progression of techniques and the evolving styles of artistic expression are covered. Beginning with the art of ancient cultures, the course proceeds through early Western art to the Italian Renaissance and from the High Renaissance to contemporary twentieth-century art forms.

(prereq: ENC1101)

### Art History - Ancient to Medieval ARH2050

This course examines the historical development of painting, sculpture, and architecture, and compares the visual arts from different time periods and cultures. The chronological progression of techniques and the evolving styles of artistic expression are covered as well. Beginning with the art of ancient cultures, the course proceeds through early Western art to the Italian Renaissance.

(prereq: ENC1101, ENC1145)

### Art History - Renaissance to Present ARH2051

This course examines the historical development of painting, sculpture, and architecture, and compares the visual arts from different time periods and cultures. The chronological progression of techniques and the evolving styles of artistic expression are covered as well. Beginning with the art of the Italian Renaissance to the Post-Modern era.

(prereq: ENC1101, ENC1145)

### Art in Public Spaces ART3864C

In this course students are introduced to the many phases and processes inherent to mural making and public art projects. The history of murals from cave paintings to contemporary digital applications are studied. The class focuses on site specific non profit community based projects.

(prereq: ART1201C, ART2205C)

### Art of Directing FIL3485C

This course provides an overall view of the director in television, video, film, and animation productions. Students take on the tasks of a director in directing the talent, script, camera, and production crew; they experience production challenges including keeping the production on schedule and on time. Students also direct short movies in class.

### Arthurian Literature LIT3132

This class explores the legend of King Arthur, looks at subsequent retellings, and examines how these elements are familiar in the modern world.

(prereq: ENC1101)

### Artisan Breads and Baking Production FSS2068C

Students are introduced to the fundamental concepts, skills, and techniques of hearth breads and the production of a working bakery. Special significance is placed on the study of ingredient functions, product identification, and weights and measures as applied to Artisan breads. Lectures and demonstrations teach pre-fermentation, sponges, and sourdoughs. **(6 credits)**

### Asian Cuisine FSS1747C

This course emphasizes both the influences and ingredients that create the unique character of selected Asian cuisines. Students prepare, taste, serve, and evaluate traditional, regional dishes of the four regions of China, Japan, Korea, Vietnam, Thailand, and Indonesia. Importance is placed on ingredients, flavor profiles, preparations, and techniques representative of these cuisines.

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### Assisting for Photographers PGY3323

This course helps the student refine their knowledge of the transition process from student to working assistant and on to emerging photographer. The course covers methodology, equipment, aesthetic approaches, client needs and relations, portfolio, professional rates, and other business issues. The course provides practical experience in solving various real problems encountered by studio and location photographers as well as the major disciplines of the industry.

(prereq: PGY2322)

### Audio for Interactive Design DIG2250C

Students are introduced to the principles and practices of digital audio in an interactive and/or design setting. Students learn to prepare and use current digital audio and video programs for recording, editing, sequencing, and mixing for a variety of outputs and applications. Emphasis is placed on the implementation via scripting in an interactive authoring application.

(prereq: CGS3875C, RTV1213C)

### AutoCAD Advanced Presentation Techniques IND4472C

This course uses the previously learned advanced AutoCAD techniques to produce presentation drawings both in 2D and 3D format. Presentation drawings are rendered using CAD advance technology. This course also reinforces and further develops the graphics and technical skills introduced in Interior Design communications. Students become proficient in computer rendering and perspective, and have the opportunity to work with various schematic design level 3D virtual reality and walk-through animations. Students customize AutoCAD to increase speed and accuracy in operation. Drawings are imported and manipulate in other software (Word/Excel/Power Point/Photoshop) and into the web.

(prereq: IND4469C)

### Automotive Design IDD3120C

In this course, students use the methods of the Automotive Designer to develop a vehicle design. Lifestyle research is utilized to evaluate a current vehicle package to create a unique concept. Marker renderings lead to a fifth-scale line drawing and clay model for presentation.

(prereq: IDD1101C)

## B

### Background Layout and Design GRA2761C

In this course on proper layout, students explore composition, perspective, and staging. Through tonal studies, students also learn how color plays an important role in setting a particular mood in an animated scene.

(prereq: ART1300C & ART2205C)

### Basic Drafting IND1405C

This course offers advanced methods of graphic communication, introducing concepts of orthographic projections [multi-view drawings] as a means to reproduce 3D spaces on paper.

(prereq: IND1400C)

### Basic Web Design CGS2800C

Students acquire the skills needed to develop, design, and produce basic web pages, including conceptualization and design of a simple web site. HTML is studied as the basis for all web page layout, design and delivery. Additionally, the course examines the use of protocols over the Internet, web browser functionalities, file transfer utilities and domain name services. Students also begin the design documentation process.

(prereq: CGS1160C)

### Beginning Radio Programming RTV1212C

Students are introduced to radio programming and announcing techniques and equipment operation including the digital audio radio system. Instruction begins in reading accuracy, diction, voice development, and interpretive reading. Students perform as music show hosts, commercial readers, and newscasters in the on-campus studio in actual on-air program formats.

(prereq: RTV1004)

### Brand Marketing & Strategy MAR4800C

This advanced course focuses on the essential concepts, skills, and strategies of brand marketing. Emphasis is placed on understanding consumer needs and motivations in a changing marketplace to support sales, increase brand recall, recognition, awareness and repositioning. In addition, the factors that make a brand successful, such as price pressure, fragmented markets and media, and proliferating competition are discussed.

(prereq: MAR1010)

### Broadcast Graphics I: Animated Text & Logo Design DIG3343C

This course provides an overview of the working aspects of the broadcast industry and how broadcast integrates animation. Topics include production needs, equipment, and computer graphics and how they are used in a variety of broadcast content. Students create animation sequences for news, industrial, educational/informational, and training programs including station ID, opening sequences, titling, and slates.

(prereq: GRA1762C or [PGY1892C or DIG2790C])

### Broadcast Graphics II: Compositing DIG3114C

This course exposes students to the disciplines used in finalizing a video or animation project using compositing software. The course reinforces compositing concepts, techniques, and vocabulary that were learned in previous courses and introduces more sophisticated tools and techniques. Each student produces a final edited project using these skills.

(prereq: DIG3343C)

### Broadcast Industry Orientation RTV1004

This course introduces the student to the typical radio/television station, Federal Communications Commission rules, broadcast associations, wire services, the Emergency Alert System, Arbitron ratings, and voice and speech development.

### Broadcast Media Production RTV2205C

Students become responsible for every phase of a news or magazine format production, culminating in a broadcast to the community through cable access, closed-circuit, or other distribution avenues. Each student assumes a role on the production team in the pre-production, production, and post-production phases of the shows.

(prereq: RTV2248C)

### Broadcast Portfolio Production RTV2970C

The student creates an audio CD or video DVD audition disk along with a portfolio booklet for job-placement purposes.

(prereq: RTV2249C)

### Broadcast Production Techniques RTV1216C

Students gain a thorough understanding of microphones, consoles, time-based effects, frequency-based effects, digital recording machines, and digital audio editing while incorporating vocal technique. Laboratory and hands-on projects are used to reinforce theory.

(prereq: RTV1213C)

### Business Communications GEB2216

This course addresses the need to communicate in writing on the job. A variety of materials must be written for a business: memos, letters, proposals, and presentations. Students identify the requirements of different types of writing and prepare material to communicate clearly and effectively.

(prereq: ENC1101 and [COM1041, SPC1017 or SPC1608])

### Business Law BUL3130

This course includes issues such as contracts, torts, legal/political/economic aspects of ethics and the law, U.C.C., antitrust law, employment law, administrative law, securities law, and international business law topics.

(prereq: MAN2024)

### Business Management – Leadership MAN3143

A study of human resources management from the perspective of influencing and motivating others.

(prereq: MAN2024)

## ALL COURSES ARE 3 CREDITS UNLESS OTHERWISE NOTED

Prerequisites may be waived by the Program Chair or Department Director

### Business Operations and Management PGY4325C

Important business management skills and a range of practical, legal, and ethical issues for the self-employed professional photographer form the basis of this course. Students examine how to set up a business, research potential clients and contacts, put together price lists and invoices, and gain a general recognition of client needs. Course material includes promotion, pricing, accounting, studio overhead, and the development of a business plan. (prereq: PGY2322)

### Business Principles IND2503

This course introduces business practices and procedures in the field of interior design and the necessary forms used in their implementation.

## C

### Campaign Advertising MAR3322C

This course defines the role of design media in an advertising context. Students are introduced to informational and administrative approaches in the development of advertising that include marketing objectives and goals. Campaign strategies and class projects are based on marketing realities as applied to print, broadcast, out-of-home, and other media applications. A final project in which teams create an entire ad campaign is presented to an audience of faculty, peers, and field professionals.

(prereq: (GRA3867C & GRA2195C) or (MAR2612 & RTV2107C))

### Career Development/Supervision HFT2009

This course focuses on managing people from the hospitality supervisor's viewpoint. The emphasis is on techniques for increasing productivity, controlling labor costs, time management, and managing change. It also stresses effective communication and explains the responsibilities of a supervisor in the food service operation. Students develop techniques and strategies for marketing themselves in their chosen fields. Emphasis is placed on student's assessing their more marketable skills, developing a network of contacts, generating interviews, writing cover letters and resumes, preparing for their employment interview, developing a professional appearance, and closing and follow-up.

### Catalogue Development MKA3111

Students examine non-store retailing with an emphasis on catalogue development. Other topics include electronic retailing, direct mail, multi-level marketing, telemarketing and the Internet. (prereq: MAR3500)

### Catering and Event Management HFT4802

This course introduces students to the fundamentals of catering, special events, and sales in the hospitality industry. The course focuses on understanding the catering role within the hospitality industry and the various catering disciplines. Students also discuss topics such as contracts, checklists, legal considerations, staffing and training, food production, and sanitation. This course is project driven which requires significant creative and independent work.

### CGI and Compositing DIG3345C

This course explores various techniques to create and implement CGI into live action as well as various methods of compositing and compositing concepts to enhance and expand productivity. Specific animation features and functions of the given software are discussed and applied to the production of short 3D animation projects. The course emphasizes creation of CG environments and integration of elements into live action.

(prereq: DIG3392C, DIG3114C)

### Character Modeling DIG2363C

Students create low-polygon characters for use in game prototypes and levels. This class focuses on facial definition and anatomical balance in biped, quadruped, and poly-ped characters. During coursework the student demonstrates low-polygon modeling and conversions of polygon counts to fit various requirements.

(prereq: DIG2791C or ART2624C)

### Character/Object Design ART2378C

This course focuses on designing and drawing characters or objects for animation, using line to accurately delineate the form. Attention is given to appropriate proportion and form for an animated character or object. Course assignments include gesture drawing, action poses, turnarounds, and the creation of 3-D characters or objects. Techniques in utilizing flip books and/or stop motion to animate characters and objects are presented.

(prereq: ART2330C, ART1331C)

### Children's Wear CTE2342C

Students demonstrate a working knowledge of basic and advanced construction techniques as they apply to complex garments. Students identify and analyze principles of garment fit.

(prereq: CTE1741C)

### Chocolate, Confections, and Centerpieces FSS2299C

Students are introduced to the fundamental concepts, skills and techniques of chocolates and confections. Special significance is placed on the study of ingredient functions, product identification, and weights and measures as applied to confections. Lectures and demonstrations teach chocolate tempering, candy production, and the rules that apply when creating centerpieces.

**(6 credits)**

### Cinematic Cut-Scene Animation DIG4786C

Students create low and high polygon characters, sets, object, etc. for use in an in-game cut scene animation. This class focuses on the development and animation of biped, quadruped, and poly-ped characters as well as facial animation and lip-syncing. Students use rendering, lighting, effects, texture mapping, and rigging techniques to complete high-res animations. During course work the student is a part of a large team to create a full length animated scene.

(prereq: DIG4383C)

### Classical European Cuisines FSS2292C

Through lectures, research, demonstrations, and hands on cooking, students are introduced to the history, menu terminology, cooking techniques, ingredients, and presentation unique to "Classical French Cuisine". Timing, organizations, mise en place, and plate presentations are stressed.

### Codes/Barrier Free Design IND3935

This course introduces the student to local and national building codes and standards, including the American Disabilities Act and Barrier Free Design. The course prepares students to identify complicated design and field conditions and offer solutions to protect the health, safety, and welfare of the public.

(prereq: IND2610C)

### Collateral Design GRA3176C

The role that collateral design plays in the support of advertising campaigns is introduced and developed. The student explores various collateral design techniques, direct mail, business-to-business, business-to-consumer, non-profit, and trade. The process of multiple-presentation techniques and media formats are emphasized.

(prereq: GRA2125C)

### College Algebra MAC1105

This course expands on concepts of algebra studied in high school. By thinking abstractly, students solve, graph, and apply equations and inequalities.

### Color Application ART2205C

This course is an exploration of color theory and its application in design. The expressive nature of color, spatial characteristics, color relationships, color mixing, and their uses in traditional media and digital design are explored.

(prereq: ART1201C)

### Color Management and Applications PGY1811C

Students explore basic color theory as it relates to the optical characteristics of light. Expansion on this foundation encompasses the various color models used in electronic imagery such as RGB, CMKY, and indexed and LAB color. Color correction and retouching techniques are refined. System color management is stressed in all aspects of the course.

(prereq: PGY1801C)

## ALL COURSES ARE 3 CREDITS UNLESS OTHERWISE NOTED

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### Color Theory and Use ART3208C

This course focuses on the fundamental elements of color theory and relationships and interaction within its use. Color responses derived from environmental, societal/cultural, historical, and experiences as stimuli are emphasized. Applied projects and illustrated lectures support the learning process.

(prereq: ART1201C)

### Commercial Production and Copywriting ADV2107C

This course introduces students to creative writing and advertising concepts. Students produce ready-to-air radio commercials using various production techniques.

(offered SP & FA quarters) (prereq: RTV1212C)

### Commercial/ Design IND2017C

This course includes the design of interiors for hotels, restaurants, lobbies, stores, and cocktail lounges. Challenges of hospitality design are introduced.

(prereq: IND2013C)

### Commercial/Working Drawings IND2453C

Students develop a set of working drawings for a commercial Interior Design project. This class emphasizes the cross referencing of drawings, schedules, legends, details, reflected ceiling plans, and finish plans.

(prereq: IND2452C)

### Computer Aided Industrial Design IDD3020C

This course explores the utilization of design software to create realistic product models. Emphasis is placed on tools that allow the student to consider requirements for form development and manufacturing. (offered WI & SU quarters)

(prereq: ETD2340C)

### Computer Aided Drafting ETD2320C

This course introduces students to mechanical drafting using computer software through lectures, demonstration, and hands-on experience. Sketches are transformed into accurate layouts for production. The course explores the uses and influences of the computer in industrial design.

(prereq: [ETD1560C or ETD1102C], CGS1160C)

### Computer Aided Modeling ETD2340C

Computer-aided design and drafting are applied to the development of 3D models and layouts for prototypes. The course introduces coordinate systems, solid modeling, and computer rendering. (offered WI & SU quarters)

(prereq: [ETD1102C or ETD1560C] and CGS1160C)

### Computer Design and Graphics IDD3045C

This course explores practical applications of graphics software for the Industrial Design field. Students create two-dimensional computer graphics to emphasize product form imitating traditional rendering techniques. Students produce illustrations, drawings, logos, and graphic layouts that can be used in project presentations. (offered FA & SP quarters)

(prereq: CGS1160C, IDD1032C)

### Computer Fashion Design CTE2778C

This course is a comprehensive study of vector- and raster-based software used in creating and rendering flats, worksheets, and other fashion design-related promotional aids. Internet trend forecasting and sourcing are also covered. Other topics include the examination of social issues, demographics, and historical references that affect the fashion and related industries.

(prereq: CGS1160C, CTE1510C, ART1201C)

### Computer Graphics GRA1852C

This course explores vector-based illustration and typographic skills. Students develop their skills in scanning, tracing, typography, and illustration. Computer skills define and solve a variety of creative and conceptual problems.

### Computer Modeling for Manufacturing IDD3021C

In this course, students utilize computer software to create three dimensional models of products. Emphasis is placed interpreting design intent while creating surfaces that would be appropriate for product manufacturing processes.

(prereq: ETD2320C)

### Computer Science CGS1160C

This course explores foundational computer concepts along with hands-on use of the Internet and popular office applications. Students complete projects utilizing word processing, spreadsheet, and presentation software. Course topics include identifying the major sub-systems of a personal computer, practical use of a computer in a networked environment, and exercises for effectively searching the Internet.

### Computer Spreadsheets CGS1102C

This course gives students a more in-depth experience working with spreadsheets than the course Computer Science. It teaches skills and design concepts using spreadsheets to provide solutions to business problems.

(prereq: CGS1160C)

### Computerized Apparel Patternmaking CTE2772C

Students use industry-specific CAD software to study the theory and creation of garments. Using skills learned in the prerequisite course students create a garment of their choice. Markers and patterns from spec sheets are also produced.

(prereq: CTE2771C)

### Computerized Apparel Pattern Systems CTE2771C

Students develop patternmaking skills using industry-specific CAD programs. Computer patternmaking tools and input and output devices are used in a laboratory setting.

(prereq: CTE1741C)

### Concept Development GRA1105C

This course identifies the components of the design process and focuses on creative problem identification, research methods, and creative solutions. The course includes design purpose and function and a concentration on creative solution generating exercises.

### Concepts and Theories of Culinary Techniques FSS1010

The fundamental concepts, skills, and techniques involved in basic cookery are covered in this course. Special emphasis is given to the study of ingredients and cooking theories. Lectures teach organization skills in the kitchen and work coordination. The basics of stocks, soups, sauces, vegetable cookery, starch cookery, meat, and poultry are covered. Emphasis is given to basic cooking techniques such as sauteing, roasting, poaching, braising, and frying.

### Conceptual Editorial Illustration ART3272C

Students produce illustrations that interpret written content. Students research current evolving cultures both domestic and international then apply these images to create original illustrations in the genre of fantasy, humor, cartoons, and editorial commentary. Research and personal references along with an exploration of appropriate media, imagery and style support the interpretation of the author's message.

(prereq: GRA2125C, ART3161C)

### Conceptual Thinking GRA3816C

This course focuses on personal creative problem solving and strategic thinking that strengthen and expand the student's conceptual processes. Exercises and industry level projects in creative problem solving and strategic thinking are employed to develop the student's conceptual processes. The focus is on critical analysis, problem identification, and idea refinement.

(prereq: [ENC1102] or [LIT1020C & GRA1105])

### Consumer Behavior MAR3500

This course examines the cultural, social, and individual variables involved in consumer behavior. It also reviews how they are incorporated into buyer decision processes and marketing practices. Areas covered include emotional hot buttons, mass appeal, snob appeal, and the bandwagon effect.

(prereq: MAR1010)

## ALL COURSES ARE 3 CREDITS UNLESS OTHERWISE NOTED

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### Consumer Photography PGY2232C

Students study the consumer industry and the creation of images for the purpose of personal or private use. Through the production of portraits, event photographs, and photographs for other consumer uses students expand their understanding of consumer imagery. Students prepare the images for print and digital delivery and focus on meeting the needs of their clients.

(prereq: PGY1050, PGY2210C)

### Contemporary Portraiture PGY3217C

Students apply the experience, skills, and techniques acquired in Portraiture. To further develop their visions, students research a conceptual and stylistic approach to props and location elements in portraiture and produce portraits that engage the viewer and convey meaning through image style.

(prereq: PGY2210C)

### Contemporary Typography GRA3202C

Students study corporate and industrial photography and the application of images for the purpose of internal and public relations. Through the production of in-plant and location images students expand their understanding of corporate and industrial imagery. Students prepare the images for print and digital delivery and focus on meeting the corporate needs of their clients.

(prereq: [GRA1853C & GRA2125C] or DIG3114C)

### Convertible Furniture Design IDD4112C

In this course students consider style and function to design furniture for small living spaces or multi-use areas. Design solutions consider ergonomics, manufacturing techniques, and use of applicable hardware.

(prereq: IDD1101C)

### Cooking for the Camera FSS2294C

This course provides students with an overview of how to give cooking demonstrations to both live audiences as well as a camera. Students study how to research and write a "script" for a demo, how to effectively deliver the information, how to design an attractive "scene" for filming, and how to use the camera effectively. This is all accomplished through a series of weekly assignments and a wide variety of demonstrations. Students leave class with their own completed tape.

### Corporate and Industrial Photography PGY2223C

Students study corporate and industrial photography and the application of images for the purpose of internal and public relations. Through the production of in-plant and location images students expand their understanding of corporate and industrial imagery. Students prepare the images for print and digital delivery and focus on meeting the corporate needs of their clients.

(prereq: PGY1050 and PGY2202C)

### Corporate Communications GRA4178C

This advanced design course deals primarily with the development of corporate imaging and annual reports. Building on competencies developed in Corporate Identification, further development of the Corporate ID and its place in the graphic standards manual is employed. Understanding a corporate "look" in which all aspects of a company's communication is unified (both graphic and otherwise) is the objective.

(prereq: GRA2177C & GRA2125C)

### Corporate Identification GRA2177C

This course explores the application of a company logo onto business related items and how to reinforce perception and awareness in the industry. Students acquire an understanding of corporate graphics and company image creation.

(prereq: GRA1852C)

### Costume-Concepts CTE3931C

Costuming is a three-part course series allowing students to develop and implement their own costume collection from concept to completion, focusing on a special event, wearable art, or themed location. Students complete research, develop concepts, and begin sourcing materials for their collection.

### Costume-Production CTE4762C

Costuming is a three-part course series allowing students to develop and implement their own costume collection from concept to completion, focusing on a special event, wearable art, or themed location. Students concentrate on the construction of their collection, presenting final garments at the end of the term. Students must earn a "C" or higher to exit this course.

(prereq: CTE4930C)

### Costume-Technical CTE4930C

Costuming is a three-part course series allowing students to develop and implement their own costume collection from concept to completion, focusing on a special event, wearable art, or themed location. Students complete the technical portion of their designs including technical drawings, specifications, and patternmaking.

(prereq: CTE3931C)

### Craft & Business of Directing RTV4209C

This course introduces students to the craft and business of directing. Students develop a director's demo reel, learn how to make bids for jobs, make business contacts, and devise a business plan for one of their projects. The class takes field trips to production houses and studies all aspects of directing and producing.

### Creative Concepts PGY4104

Students concentrate on the exploration of image concepts, content, symbolism, and the narrative potential of photography as they relate to culture and society. They research and promote alternatives to the single documentary style traditional approach to photography. Students are challenged to determine a wide range of photographic solutions to problems that arise while creating images for communication and self-expression and that reflect current industry trends and contemporary culture.

(prereq: PGY3006)

### Creative Interface Design GRA3873C

This course begins the student's development of a digitally based portfolio. Multimedia presentation techniques, and self-promotion are covered.

(prereq: GPGY2803C)

### Creative Merchandise Presentations ART4214C

This course examines the structures and communications skills used by the various members of a creative team. The processes of concept development, media application, and design creation are emphasized. Creative merchandise presentations are developed to strengthen brand image and build sales of merchandise.

(prereq: ART3273C)

### Creative Web Development GRA3521C

This course explores alternative methods of web design, including typography, imaging, and advanced asset management. Upon completion of this course, students use the web page user interface program to effectively create pages with well-structured HTML content. Emphasis is placed on the design of multi-page layout for various types of web sites. Through hands-on projects, students navigate through the program, while understanding complex issues.

(prereq: CGS1160C & [PGY2803C or PGY1801C or GRA1762C])

### Creative Writing: Poetry CRW3310

Students experiment with a variety of poems. They also read a variety of poems to learn what techniques work with their writing skills and which ones do not, participate in a variety of pre-writing exercises, create rough drafts, and learn revision techniques.

### Creativity: Thinking Outside the Box HUM3530C

This course defines and explores the concept of creativity in the areas of art, psychology, and design. The course includes intellectual problem solving, literary word games, and mixed media art projects.

[prereq: ENC1101]

## ALL COURSES ARE 3 CREDITS UNLESS OTHERWISE NOTED

Prerequisites may be waived by the Program Chair or Department Director

### Culinary Capstone HFT3915

Through competencies developed with previous related studies course work, students develop a business plan for a minimum one hundred-seat restaurant focusing on operational aspects. The project includes: Market Analysis and Marketing Strategy, Operating Budget, Sales Projections, Opening Inventories, Capital Equipment, Standardized Recipes and Costing for all standardized recipes, and Menu and Facilities Design. The course covers techniques for developing and presenting sections of the plan.

### Culinary Capstone/Portfolio HFT4916

Students continue and build on the development of the operational aspects a business plan started in the Associates level Culinary Capstone course for a minimum one hundred-seat restaurant by focusing on the managerial aspects. The project includes: Market Analysis and Marketing Strategy, Operating Budget, Sales Projections, Opening Inventories, Capital Equipment, Balance Sheet, Income Statement, and Cost Analysis, Standardized Recipes and Costing for all standardized recipes, Menu and Facilities Design. The course covers techniques for developing and presenting sections of the plan. Business related competencies are reviewed as necessary for completion of the project.

### Culinary Competition FSS2950C

This class introduces the student to the Junior Culinary Competition. Students practice many of the skills learned in the culinary program. Included in this class are the development of basic and advanced knife skill to a higher level, kitchen organization, teamwork, menu development, and good cooking. Students learn the timing elements for cooking and service, taste texture and flavors of food, proper sanitation, and how to organize the work station in the kitchen. Students compile a portfolio which may include medals and prizes and can be helpful in securing a good job in the field.

### Current Fashion Designers CTE2052

This course focuses on analyzing the dynamics of world-famous designers and fashion professionals. Students study biographies, design influences and philosophy, target markets, clothing categories, additional creative works of current designers, and their successes and failures.

(prereq: CTE1600)

### Current Topics in Fashion Marketing MAR3939

This course examines specific, current areas of fashion marketing (i.e., niche marketing) and gives students an opportunity to look at this area in-depth. Students study through lecture, field trips, hands-on experience, and experimentation. A final project is created in the specific area studied.

(prereq: MAR1010)

## D

### Database Concepts CGS2540C

Using a commonly available database program, students practice the theory of database design by normalizing data, defining integrity relationships, and creating tables. Students also develop forms, reports, and search queries (SQL) as they learn how to manage and manipulate data within a database.

(prereq: COP1845C)

### Decorative Arts until 1830 IND2102

This course is the study of the evolution of design in the decorative arts from a background in the ancient world through major styles of the 18th century.

### Design Basics ART1201C

This course explores the realm of visual communication with a concerned focus on elements that form the basics of two-dimensional design. It focuses on developing these concepts as a means of expressing ideas as well as the terminology used in describing them.

### Design Basics / Layout DIG1132C

Students explore the basic principles of design using a variety of materials and techniques. The course helps students to become familiar with the creative process and to establish a basic appreciation for design aesthetics.

### Design Basics 3D ART2203C

This studio course explores three-dimensional form and space and introduces students to the materials, techniques, and ideas that constitute the three-dimensional world of natural and man-made objects. The process begins with the concept, materials, or observations and continues through lectures, demonstrations, critical analysis, and class discussion.

(prereq: ART1201C)

### Design Basics/ Color IND1024C

Students gain a working ability on which to base design studies by combining the basic principles and elements of 2D design with color theory. Illustrated lectures and applied projects enhance the creative process.

(prereq: IND1020C)

### Design Basics/3D IND1207C

This course continues and concludes the design basics series. It is an investigation of the dynamic and static properties of positive masses and negative volumes.

(prereq: IND1020C, IND1335C, IND1405C)

### Design Concepts for Interactive Media DIG1135C

Students are introduced to layout and organizational design elements and explore basic graphic design principles for a variety of visual effects. In addition, students explore the basics of color and related design variables. This course also examines the adaptation of typography for different information delivery systems including print and electronic media.

(prereq: PGY1892C or PGY2803C or GRA1106C)

### Design for Manufacturing IDD3104C

This course explores the design process with real world emphasis on manufacturing. Students develop an awareness of form and design elements within the constraints of mass production requirements. A product is developed through the use of sketches, research, detail drawings, models, and product presentation.

(prereq: IDD3102C, IDD3020C)

### Design Honors GRA2931C

This course focuses on practical industry design solutions using a variety of media. The Design Honors Group is a functioning advertising agency and works on in-house projects as well as projects for non-profit organizations. Students are selected to participate in the group based on high grade point averages and recommendations from instructors.

(Prereq: instructor approval)

### Design Process IND2604C

This course emphasizes an analytical approach to programming and space planning through research and development of the design process.

(prereq: IND1405C)

### Design Sales MAR3414C

Students explore techniques in the selling process, focusing on the marketing and merchandising of design products. Students investigate consumer motivation and lifestyle influences and prepare a formal sales presentation based on this research. Students develop skills in communication, acquire in-depth product knowledge, study how to differentiate between features and benefits, prepare for sales calls, explore various presentation methods including multi-media formats, and practice techniques for overcoming objections and closing the sale.

(prereq: MAN2024, PSY2012)

### Designing for Dynamic Sites DIG4123C

Students plan and apply user-centered design principles, database structures, and server side scripting to construct dynamic web sites. Students analyze the specific design issues relating to the display of dynamic content on the screen and strategize on effective methods for how that dynamic content will be delivered. Students then use this data to improve and/or present finalized design and programming modules.

(prereq: DIG3103C, COP3846C)

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### Designing Interior Spaces and Worlds DIG3797C

Most levels of popular games are designed as building interiors and contain characteristics common to interior design layouts. This course provides the opportunity for students to create architectural interiors representing houses, buildings, and entire worlds contained under a roof in which to place their animation and game characters.

(prereq: DIG3794C)

### Desktop Portfolio GRA2954C

In preparation for job interviews, students complete a graphic design portfolio. Working individually with the instructor, each student selects representative pieces that showcase a unique style and demonstrate overall conceptual abilities and technical competencies to meet the requirements of the Associate of Science in Graphic Design degree program.

(prereq: completion of 27 credit hours in program)

### Desktop Publishing GRA2858C

In this intermediate course, the student focuses on competencies in computer-based page layout. Emphasis is placed on design, multiple page layout, type management, high-end output file management, and production.

(prereq: GRA1121C, PGY2803C)

### Desktop Video DIG2201C

Students examine the latest advances in desktop video, computer graphics, special effects, editing, and the important role these new technologies play in digital video production.

(prereq: [PGY1103C or RTV1224C or RTV2245C or PGY2803C] & CGS1160C)

### Development of Form IDD1520C

Introduction to the understanding and development of visual and tactile forms, emphasizing the transformation of concept sketches into three-dimensional form studies utilizing a variety of materials. (offered SP & FA quarters)

(prereq: ART1201C, IND1403C)

### Digital Audio Post-production RTV3217C

Students are responsible for editing, capturing, enhancing, processing, mixing, and synchronizing audio for post-production. Additionally, they integrate digital audio and video techniques to create professional broadcast-quality projects.

(prereq: RTV2214C or RTV2245C)

### Digital Audio Production RTV2214C

Students record and produce high-quality audio in interior and exterior field locations that are then incorporated into a digital video production. This is mastered onto a broadcast-quality stereo DVD.

(prereq: RTV1213C, RTV2245C)

### Digital Cinematography FIL4746C

Students study and apply advanced cinematic camera techniques and concepts as they relate to various media applications. Emphasis is placed on mastering specific skills as they relate to single camera field and studio productions. Students focus on specific shooting situations that may require specific support or camera gear and are exposed to various camera systems and shooting formats.

(offered WI & SU quarters)

(prereq: RTV3203C)

### Digital Fashion Portfolio CTE4896C

Students convert their design portfolio into digital format.

(prereq: CTE4895C)

### Digital Film & Documentary FIL4363C

Students work in teams to produce a digital drama or documentary film. Using an original or adapted script, students must plan out the whole process of production but may choose to produce one or more episodes of the long-form work. (offered SP & FA quarters)

### Digital Filmmaking Portfolio and Defense FIL4971C

Built on the preliminary collection of work from Portfolio Preparation, this course allows students to determine and design the final organization and presentation of the graduation portfolio. Each student verbally presents their portfolio and addresses audience questions as a format of defense.

(prereq: FIL4951C)

### Digital Filmmaking Portfolio Preparation FIL4951C

In this first portfolio course, students assess personal strengths to establish a career goal and decide how to organize their media design and production work in a graduation portfolio. Guided by faculty members, each student assembles a preliminary portfolio and identifies areas for more work and/or content enhancement.

### Digital Graphic Production PGY1892C

This course presents digital imaging input and output techniques. Students study how to digitize and capture images and produce digital files for reproduction.

(prereq: CGS1160C)

### Digital Illustration DIG2111C

This course focuses on enhancing student illustration skills and developing a personal illustrative style by combining traditional concepts with computer technology. The course objective is for students to expand their comprehensive knowledge base of computer-generated techniques for use in the generation and manipulation of illustrated objects.

(prereq: PGY2803C)

### Digital Imaging PGY2803C

This course explores the realm of digital image manipulation. Students learn to manipulate photographic and other images to create concise advertising and graphics. The focus includes scanning, photo restoration, working in layers, and special effects overlay. (coreq: GRA1853C)

### Digital Interactive Authoring RTV4268C

This course introduces students to the basic concepts of DVD authoring. The issues of project requirements, media preparation, design development, project management, navigation, and delivery are discussed. Emphasis is placed on interactivity, presentation, and industry standards. In addition, students are introduced to current trends and possible future technologies in this field.

(prereq: RTV1213C, [PGY1892C or GRA1762C], [DIG2201C or FIL2553C])

### Digital Media Campaigns ADV4804C

Students design and implement advanced marketing campaigns utilizing emerging digital media concepts, paradigms, and business models. Students combine and integrate interactive business models using both online and offline media. Students integrate knowledge of e-commerce and interactive media to include emerging technologies such as mobile marketing, social media marketing (SMM), viral advertising, and video and user generated content (UGC).

(prereq: MAR2720)

### Digital Media Production GRA2584C

This course explores alternative methods of page compositions and functions, utilizing various layout and presentation applications for interactive media such as forms and interactive files which include information, graphics, music, and video. Through hands-on projects, the student navigates through the applications while employing complex issues relating to print versus web production.

(prereq: GRA1121C)

### Digital Media/Interactive Digital Portfolio CAP4972C

This is the third tier and the final step for the development of a market-current portfolio. Presentation techniques and self-promotion are also covered.

(prereq: CAP4971C)

### Digital Media/Interactive Portfolio DIG2590C

This course begins the student's development of a market-current portfolio. Presentation techniques, and self promotion are also covered.

(prereq: DIG2250C)

### Digital Portfolio GRA4950C

This course begins the student's development of a digitally based portfolio. Multimedia presentation techniques and self-promotion are also covered.

(prereq: PGY2803C) Associate students only.

## ALL COURSES ARE 3 CREDITS UNLESS OTHERWISE NOTED

Prerequisites may be waived by the Program Chair or Department Director

### Digital Product Illustration IDD3044C

Students explore and apply two dimensional graphic design techniques through the utilization of the computer, scanner, and various software programs to better explain their products for portfolio presentation.

(prereq: IDD1101C, IDD3045C)

### Digital Video Effects FIL4471C

This course focuses on designing and creating special effects in media content and delivery. Special effects elements are employed to enhance storytelling and the overall communication process. Working in groups, students apply lens and filter effects, professional camera mounts, digital editing techniques, and compositing skills to a variety of projects.

(prereq: RTV3203C)

### Discrete Mathematics MAD1104

This course uses mathematical models to explore practical, real-world problems in two branches of discrete mathematics: management science and social choice theory. In management science, students employ graph theory models to find efficient solutions to routing problems, and to solve scheduling problems using the critical path method. Students also investigate the mathematics of social choice, including voting theory and fair division problems.

### Drawing and Anatomy ART1331C

This course focuses on reproducing life forms in space. Emphasis is placed on the basic anatomical structure of human and animal forms.

(prereq: ART2330C or IND1403)

### Drawing and Perspective ART1300C

Through the observation and application of one, two, and multiple point perspective techniques, students render three-dimensional forms as they relate to product and commercial illustrations. The fundamentals of light and shadow, line, form, and value are explored through the use of various media.

### Drawing and Rendering IDD1031C

In this course students examine freehand drawing techniques of industrial objects using a variety of media such as pencil, ink, and markers. Also, one and two-point perspective renderings of industrial objects are applied to student designs.

(prereq: IND1403C)

### Drawing for Animation ART2370C

This course emphasizes the importance of the 'quick sketch' approach to creating animation key drawings. Emphasis is placed on exercising good anatomical drawing skills, capturing the nuances of form and action in the human figure and creating expression and character with fast, deliberate sketching techniques.

(prereq: ART1331C, TPP1500C)

### Drawing the Clothed Model ART3339C

In this course, the student apply skills developed in previous drawing and figure classes to render clothing and drapery. This course focuses on realistic interpretations of the clothed human figure. Students explore the basic rules of drawing believable drapery as well as methods for simplifying the complex abstract patterns of draped cloth for use in 2-D animation. Techniques for researching and designing historical-based costumes are introduced. The importance of clothing in terms of establishing mood and reinforcing the physical and emotional attributes of a character is discussed. Students are also shown how lighting can be utilized as a tool to reveal and accentuate the intricacies of the clothing and the person wearing them.

(prereq: [ART3161C] or [ART3716C & ART3567C])

### Drawing Types IND1403C

Through the observation and application of one, two-, and multiple-point techniques, students render three-dimensional forms as they relate to form and space installations. The fundamentals of light and shadow, line, form, and value are explored through the use of various drawing mediums.

### Dynamic Anatomy & Life Drawing ART3385C

In this course, the students continue to develop the skills learned in Life Drawing and Drawing & Anatomy. Anatomical and life studies are applied to the development of sequential hand-drawn keyframes in motion studies, rough 2-D animations and in a finished Graphic Narrative. The course covers natural and exaggerated dynamic locomotion, storyline, and character development for human and/or animal forms.

(prereq: ART1331C)

## E

### Ecology and Design IDD4180C

In this course, issues related to the environmental impact of products are discussed. The implications of man-made and natural materials used in today's products and packaging are explored. Students consider the creative re-utilization and/or substitution of manufacturing materials to promote a sustainable environment

(prereq: IDD1101C)

### E-Commerce Business MAR3730

Students compare traditional and electronic sales outlets to develop a clear understanding of the differences and similarities between businesses in this new environment. Students apply traditional principles where appropriate and discover and apply a new fundamental understanding to developing E-Commerce environments. Marketing on the Web, addressing the elements and requirements of information distribution, advertising, and sales are also covered. This course is based on intensive case studies of sites on the Web as well as lecture.

### Editorial Photography PGY2650C

Students study the editorial industry and the application of images for the purpose of illustration. Through the production of images for magazine, newspaper, and other illustrative uses students expand their understanding of editorial imagery. Students prepare the images for print and digital delivery and focus on meeting the illustrative needs of their clients.

(prereq: PGY1050, PGY2202C)

### E-Learning Design EME4610C

Students apply design skills to the principles of instructional design as applied to e-learning. Skill development includes goal analysis, performance objective writing, instructional strategies and creation of instructional materials. Students utilize industry standard authoring systems along with the process of developing and delivering interactive and web based instructional presentations.

(prereq: DIG1561, CGS3875C)

### Electronic Color Application ART1211C

Students develop the foundation to apply basic color design principles to a variety of visual effects. Students study the basics of color as it applies to video and film. Students also explore color theory, including additive and subtractive color.

### Electronic Design ART3614C

This advanced course in design is a conceptually oriented computer class. Students develop strong visual ideas which are then produced digitally using a variety of software to achieve professional level results. Concepts from theoretical readings are translated into practical applications in projects in direct or indirect ways.

(prereq: GRA3202C)

### Electronic Illustration DIG3139C

This course refines the students competencies in the techniques of image manipulation and natural media electronic illustration. Assignments are designed to explore surface qualities, texture, image cloning and layering, color mixing with light, and digitizing. Cel animation is explored. Hardcopy and reproduction are emphasized.

(prereq: PGY2803C or GRA1762C or DIG2790C)

### Elements of Retail Operations CTE2810

This course examines the overall retail environment. Emphasis is placed on consumer behavior, traditional store layout, e-commerce, and the importance of signage. The course also develops the student's knowledge and practical experience through field experience, text, and group projects.

(prereq: MKA1041)

### Embroidery Design CTE3383C

The study of machine embroidery designing as related to the garment, textile, and home furnishing industry. In this laboratory class, students develop and implement designs using computerized embroidery design software and equipment.

(prereq: CTE2893C)

## ALL COURSES ARE 3 CREDITS UNLESS OTHERWISE NOTED

Prerequisites may be waived by the Program Chair or Department Director

### English Composition ENC1101

This course centers on the development of the student's writing skills including a study of prewriting techniques, syntax, introductory, body, and concluding paragraphs, and various methods of essay development.

### English Language Skills - Basic through Intermediate EAP0280

This course provides students with the knowledge of language needed to communicate in a range of situations. These include situations that require the simplest oral, listening, and reading and writing tasks through those involving comprehending information on familiar topics, conversing with others on a variety of familiar topics, and reading and writing on a variety of familiar topics. (12 credits. Does not count toward degree/diploma)

### English Language Skills - Upper Intermediate through Advanced EAP0480

This course provides students with the knowledge of language needed to communicate in a range of situations. These include situations that require initiating and sustaining routine reading, writing, speaking, and listening tasks for personal and work needs through those involving effective reading, writing, listening, and speaking in demanding situations, including professional and social interactions. (12 credits. Does not count toward degree/diploma)

### Entrepreneurship MAN4801

The organization, management, and promotion of a business is examined with a focus on the development of professional skills in client interaction, contracts, estimates and invoicing, budget, taxes and legal issues. Emphasis is on the process of developing career goals and actions to reach the potential of successful freelance or an outright business.

(prereq: ENC1145)

### Environmental Design IDD3140C

In this design and detailing course, students create shelters, pavilions, zoos, playgrounds, landscape features, and outdoor accessories. Emphasis is placed on signage and both natural and man made lighting. (offered SP & FA quarters)

(prereq: IDD1101C)

### Environmental Science EVS2001

Students examine environmental problems from a scientific perspective. Focus is on South Florida ecosystems with particular attention on hydrology, pollution, global warming, and increasing human population pressures on the environment.

### Environmental Systems IND2610C

The nature of mechanical equipment is explored in reference to architectural and interior design. Heating, ventilating, air conditioning, and plumbing are surveyed. This course also examines the concepts and theories behind the application of lighting, luminance calculation, and analysis and evaluation of photometric data.

### Ergonomics IND1605C

This in-depth study of residential components is an investigation of the impact that physical dimensions, clients, and functional requirements have on a given design.

(prereq: IND1405C, IND1024C)

### European Cakes and Tortes FSS2298C

Students are introduced to the fundamental concepts, skills and techniques of European cakes and tortes. Special significance is placed on the study of ingredient functions, product identification and weights and measures as applied to pastry. Lectures and demonstrations teach cake mixing methods, filling, and techniques on finishing classical tortes with various ingredient such as marzipan, ganache and glazes.

### Event Production RTV3290C

This course focuses on the production of live, on-location televised events. All production aspects are covered, including pre-production planning, budgeting, and technical elements of remote productions. Students work with real clients and outside contractors to produce events in a variety of venues.

### Exhibit Design IDD1130C

In this design and detailing course, students create exhibits for commercial trade shows, retail stores, and stage sets involving product display, signage, graphics, lighting, and traffic flow.

(offered SP & FA quarters)

(prereq: IDD1101C)

### Exhibition Printing PGY4484C

In this laboratory class participants produce final portfolio and exhibition prints of gallery quality. Attention is paid to quality control as demonstrated in effective dust and artifact-aberration, tonal and color adjustment, archival preparation, and gallery-quality presentation.

(Prereq: PGY4815C)

### Experimental Media ART3161C

This course explores the use of nontraditional media and mixed media. The 2D and 3D work produced in this class functions as an illustration or may be incorporated into a variety of applied designs.

(prereq: PGY2803C)

### Exploring Wines and the Culinary Arts HFT4865

This course provides an introduction to the production of wine from vineyard to bottle as well as a review of the basic grape varieties that are used to make wine. Through lectures, research, and tasting, students are exposed to different types, styles, and quality levels of wine. Students become familiar with the world's most important wine regions and study the common criteria by which wines from these different regions are evaluated. This course is designed to teach students the applied approach to matching wine and food and using flavors, textures, and components present in food and wine as complementing strategies. The course emphasizes menu planning, preparation of foods, cooking methods, and tasting wines with food.

### Exterior Yacht Design IDD2170C

The course uses the design process to develop the exterior features of a yacht as a cohesive design. Criteria that influence the design, such as size, purpose, market, and client, are integrated into creative solutions.

(prereq: IDD1101C)

### Externship HFT2940

The course has been designed to acquaint the student with actual working conditions in an approved restaurant/hospitality establishment. This course is a supervised entry-level work experience in the restaurant/hospitality field requiring a minimum of 90 work hours. Individual conferences and class attendance is required. Students are responsible for securing an externship job and may seek assistance through The Institute. Students gain experience needed to enter their field upon graduation.

(prereq: See your Advisor)

## F

### Facilities and Management Design HFT4343

This course provides students with information related to hospitality facility design and maintenance. Food service layout and design is related to operating issues, new building construction, and renovations. Planning and design of facilities including equipment, space and functional relationships, cost and operating efficiencies; emphasis on maintenance programs, safety regulations, building code requirements, and energy conservation.

### Fairytales and Archetypes LIT3326

Students examine the more popular fairytales compiled by the Brothers Grimm in terms of the archetypal messages they contain. Students scrutinize the truths embodied in these tales and determine their relevance in the contemporary world. Students are encouraged to re-construct their favorite tales and components to more closely reflect their own truths.

(prereq: ENC1101)

## ALL COURSES ARE 3 CREDITS UNLESS OTHERWISE NOTED

Prerequisites may be waived by the Program Chair or Department Director

### Fashion Business Management Practices MAN2024

This course develops the student's knowledge and practical experience in current business theory and business practices.

(prereq: CTE1760C, ENC1145)

### Fashion Design Portfolio CTE2893C

This course focuses on the completion of the portfolio and enables the student to begin their career search. Instruction emphasis is on enhancing portfolio quality and content. The student also completes a professional resume and begins the job search.

(prereq: CTE2342C, CTE2770C)

### Fashion Design Studio CTE2720C

Students develop a collection in a specialized area of apparel.

(prereq: CTE2342C, CTE2770C)

### Fashion Digital Design Fundamentals CTE1708C

This course explores the realm of visual communication in fashion using digital and emerging technologies with a concerned focus on elements that form the basics of two-dimensional design. The focus is on development of these concepts as a means of expressing ideas as well as the terminology used in describing them.

### Fashion Entrepreneurship CTE4813

Students create a business plan for the opening of a fashion business. The plan includes market research, financial planning, inventory planning, and staffing.

(prereq: CTE3533C)

### Fashion History CTE1510

A study of current apparel designers, philosophies, inspirational basis and markets acquaint and equip students with the basic knowledge and vocabulary of fashion styles, details, and specific periods of costume. The course is designed to assist students to better understand basic apparel silhouettes, detailed fabrications and fashion cycles, and fashion trends throughout the course of western civilization to present.

### Fashion Illustration CTE1732C

Students learn proportions and techniques of garment illustration of fashion figures using a variety of media.

### Fashion Photography PGY3234C

While implementing their technical and photographic skills students produce commercially viable images of clothing and accessories. Students research industry trends and apply what they have discovered in the creation of their own fashion images designed to meet client expectations. Each student develops an awareness of and the ability to create mood through make-up, lighting, and set design in the studio and on location.

(prereq: Recommendation of program director)

### Fashion Product Development CTE2765C

Students implement design concepts from product inception to completion. Specific target markets, industry standards, and global manufacturing sources are analyzed.

(prereq: CTE2465C or CTE2827C)

### Fashion Research & Sourcing CTE2465C

This course focuses on the identification of laws and regulations that apply to the textile and apparel industry. Students identify general international and trade practices, with a concentration on researching and sourcing textile manufacturers and mills in a global market relevant to product development.

(prereq: CTE2778C, CTE1760C)

### Fashion Show Production CTE3850C

Students plan and execute a major fashion show. Hands-on experience is stressed as students take responsibility for coordinating activities to generate a theme, identify a target market, and implement successful publicity.

### Fashion Styling for Photography CTE3110C

Through visual examples, assignments, and critiques, this course introduces students to the field of fashion styling and fashion photography. With the use of location and studio assignments, students develop a basic understanding of the styling and art direction techniques required in the fashion photography industry and gain experience in sourcing models, clothing, and accessories.

### Figure Painting ART3560C

In this course students use the figure as a central theme, exploring composition, anatomy, color relationships, environment, and mixing flesh tones. The student develops an individual approach to the figure.

[prereq: ART2500C or GRA2761C]

### Film Appreciation FIL2000

This course is designed to provide an introduction to film as an art form, cultural product, and social artifact. It includes the understanding of basic analytical and technical forms, concepts, issues and development of critical analysis skills. It also includes the history, development, theory, and criticism of the basic principles of filmmaking and film production.

[prereq: ENC1101]

### Financial Management FIN3400

This course examines budgeting, short-term and long term financing, billing and the economics of financial markets.

(prereq: GEB2011)

### Food and Beverage Operations

### Management HFT2454

This course addresses front-of-the-house operations and is designed to provide students with an introduction from a managerial perspective of providing exceptional service to increasingly sophisticated and demanding guests. Included is a survey of the world's leading wines classified by type, as well as other distilled beverages. Topics include the management and training of personnel to be responsible, professional alcohol servers, product knowledge, the income statement, job descriptions, sales forecasting, and cost control. Students produce a complete dining room and bar operation manual. This project should be saved on disk or jump drive, as it will be used during the Capstone course or the development of a business plan.

### Food and Beverage Operations Management HFT2454

This course addresses front-of-the-house operations and is designed to provide students with an introduction from a managerial perspective of providing exceptional service to increasingly sophisticated and demanding guests. Included is a survey of the world's leading wines classified by type, as well as other distilled beverages. Topics include the management and training of personnel to be responsible, professional alcohol servers, product knowledge, the income statement, job descriptions, sales forecasting, and cost control. Students produce a complete dining room and bar operation manual. This project should be saved on disk or jump drive, as it will be used during the Capstone course or the development of a business plan.

### Foodservice Financial Management HFT4474

In this course, students develop a working knowledge of the current theories, issues, and challenges involved with financial management. Students are introduced to the tools and skills that financial managers use in effective decision making. Topics include budgeting, cash management, cost concepts and behavior, investment analysis, borrowing funds, and financial forecasting.

### Foodservice Technology and Information HFT4493

This course is a survey course in foodservice Information Systems and Technology (IS&T) designed to introduce students to the many diverse facets of IS&T in the foodservice industry. Current systems and issues of major importance in the field of IS&T are considered as they relate to the foodservice industry. Emphasis is placed on the managerial and business aspects of IS&T, rather than the technical perspectives. Core topics include key foodservice systems (e.g., accounting and property management systems, point-of-sale, sales and catering, etc.), guest service and customer relationship management (CRM), knowledge management, and IS&T strategy.

### Foundations of Physics PHY2020

## ALL COURSES ARE 3 CREDITS UNLESS OTHERWISE NOTED

Prerequisites may be waived by the Program Chair or Department Director

Students examine phenomena and technology encountered in daily life from a physics perspective. The course emphasizes the conceptual foundations of physics. Topics include fluids, waves, thermodynamics, electricity, magnetism, optics, heat, musical instruments, telecommunications, sports, energy sources, transportation, and computers. (prereq: MGF1211 or MAD1104 or MAC1105)

### Fundamentals of Apparel Textiles CTE1400C

This course surveys textile terminology and properties to enable students to make appropriate choices in textile selection for a product.

### Fundamentals of Apparel Construction CTE1313C

Students analyze construction standards and learn sewing techniques as applied to the apparel industry. Students are given a foundation to build upon in future projects.

### Fundamentals of Apparel Patternmaking CTE1740C

This course provides an introduction to the basic techniques of patternmaking. These skills include measurement taking, pattern drafting, pattern draping, and problem solving. Students implement the most appropriate method for a given design. (prereq: CTE1313C, CTE1732C)

### Fundamentals of Biological Science BSC1001

This course introduces biological principles such as taxonomy, cellular and molecular levels of organization, reproduction, development, and genetics as they relate to the human organism. Fundamentals of ecology are also addressed.

### Fundamentals of Business GEB2011

In this course, students are introduced to the fundamentals of business. Macroeconomics, labor relations, time management, human resources management, budgeting and basic marketing principles are covered.

### Fundamentals of Classical Techniques FSS1743C

The fundamental concepts, skills, and techniques involved in basic cookery are covered in this course. Special emphasis is given to the study of ingredients, cooking theories, and the preparation of stocks, broth, glazes, and soups, thickening agents, the grand sauces and emulsion sauces. Lectures and demonstrations teach organization skills in the kitchen, work coordination, and knife skills. The basics of vegetable cookery, starch cookery, meat and poultry are covered. Emphasis is given to basic cooking techniques such as sauteing, roasting, poaching, braising, and frying. (6 credits)

### Fundamentals of Editing FIL1550C

This course introduces students to video editing of visuals and sound using video recorders and players. Students practice the techniques of dubbing, assembling, and inserting visuals and sound from source to source and the fundamentals of non-linear editing.

### Fundamentals of Marketing MAR1010

This course addresses the fundamental concepts and principles of marketing. The overview of marketing provided helps students place their knowledge in a framework to understand how each component contributes to the strength and utility of a marketing plan. Students also learn how to identify how world events and cultural assumptions influence marketing and advertising.

### Fundamentals of Painting ART2500C

Students begin the study of the use of paint media to represent form, value and color and the manipulation of pigment on a prepared surface. (prereq: ART2205C)

### Fundamentals of Physical Science ISC1004

This course introduces students to physics, chemistry, astronomy, meteorology, and geology. The course has elements of history and philosophy of science as well as the interrelationships among the sciences and with science and other disciplines. Much of the course is devoted to the application of these concepts to solving problems related to everyday experiences.

### Fundamentals of Vessel Design IDD1160C

This course introduces the boat-building industry and how industrial design contributes to the process of developing new designs for production. Students become familiar with the basic terminology of the industry and discuss the various applications for marine construction. These concepts are developed through a series of preliminary small craft conceptual design exercises.

### Fundamentals of Web Design GRA2841C

This course focuses on the fundamentals of web site creation and usage. Differences and limitations of browsers, hosting services, internet terminology, file transfer utilities, domain name services and internet usage are covered. Introduction to the basics of HTML are discussed as well as an overview of graphic web applications such as a WYSIWYG editor in the development of an introductory web site. This course is for students outside the Web Design & Interactive Media program. (prereq: CGS1160C)

### Furnishings and Accessories IND1260C

This course familiarizes students with the availability of furniture, finishes, accessories, and lighting for various design styles. Projects explore the appropriateness of these items for specific settings and their placement using Maquette presentation techniques. Various other concerns involving estimating, delivery, and installation are also covered. (prereq: IND1405C)

### Furniture Design IDD4110C

In this course, lifestyles and functional considerations are examined to develop furniture pieces for a particular environment. Students design and construct prototype pieces. (prereq: IDD1101C)

### Furniture Design Concepts IND3440C

Students research the historical evolution of furniture design and how it is affected by fashion, social habits, and materials. Students are also exposed to the various phases of furniture design from conceptual sketches to shop drawings. (prereq: IND3467C, IND1405C)

## G

### Game & Toy Design IDD3105C

Through researching child and adult attitudes and activities, students design and develop action toys and games for education and entertainment. Finished concepts are presented through scale models and prototypes of various materials and media.

### Game Art Portfolio Development DIG4957C

This course focuses on the refinement of the student's portfolio to meet portfolio requirements while showcasing their individual strengths and areas of specialization. (prereq: DIG4953C)

### Game Art Portfolio Preparation DIG4953C

This course identifies and organizes elements of the student's body of work in preparation for portfolio development and presentation. Students develop an action plan and begin its implementation. Working closely with the instructor, areas of focus are defined, areas of improvement are targeted and project management emphasized. Students continue to build upon their level design and creation skills based on principles acquired in preceding courses. Using scripts combined with and animation skills students work with more complex elements within the level. (prereq: Completion of 135 credit hours in program)

### Game Art Portfolio Presentation DIG4955C

This course completes the presentation of a cohesive and professional working demo and game document requirement for graduation. Industry professionals participate in evaluations. Students finalize and present their portfolios to the instructor and a faculty committee for review and critique. (prereq: DIG4957C)

### Game Design & Game Play DIG1711C

A well-designed game is an integration of artistic and technological components that must have a clearly defined goal, a set of game criteria, and rules for gameplay. Students study the fundamentals of what makes a game enjoyable, playable, challenging, and marketable. (prereq: ENC1145)

## ALL COURSES ARE 3 CREDITS UNLESS OTHERWISE NOTED

Prerequisites may be waived by the Program Chair or Department Director

### Game Modeling DIG2791C

Students work with the game industry standard 3D software package to create 3D models for use in future game prototypes. Students also create low-polygon and high-polygon models and practice conversions of polygon counts to fit various requirements.

(coreq: DIG2790C)

### Game Production I DIG4795C

Using the game documents and production plan approved in the game project planning course, the design team begins the production of 1-3 working levels of the game of their creation.

(prereq: DIG4568C)

### Game Production II DIG4796C

Continuing the production of the 1-3 working levels from Game Production I, the design team must finish and present their game to a panel of academic professionals and/or professionals from the gaming industry.

(prereq: DIG4795C)

### Game Project Planning DIG4568C

The student is part of a design team of their choosing that creates a game document and production plan for a game of their creation. The game concept and documents are presented to a panel of faculty and/or department chairs for approval.

(coreq: DIG4567C)

### Garde Manger FSS1290C

This course provides students with skills and knowledge of the organization, equipment, and responsibilities of the "cold kitchen". Students are introduced to and prepare cold hors d'oeuvres, sandwiches, salads, as well as basic charcuterie items while focusing on the total utilization of product. Reception foods and buffet arrangements are introduced. **(6 credits)**

### General College Math MGF1211

Generalized topics of mathematics are presented covering set theory, logic, numeration systems, number theory, computing, algebra, measurement, geometry, probability, and statistics. Students practice solving related mathematical problems and investigate the application of math in their field of study and in everyday life.

### Geometry MTG2206

The student investigates how to become a better problem solver through the use of geometry. Constructions, coordinate geometry in two and three dimensions, and transformation geometry are introduced and used as tools. Students apply concepts from this course to their other course work and to their future vocations.

[prereq:MGF1115 orMAD1104 or MAC1105]

### Global Management & Operations in the Hospitality Industry HFT4285

This course provides students with an introduction to the dimensions and nature of the international hospitality industry. It is designed to review the principles of management and to apply management theory to the global marketplace. Students examine the social, cultural, political, and economic environments within which international hospitality operators compete for survival and growth. Topics emphasized include cultural dimensions of management, international management strategy, international marketing, and international human resource management.

### Graduate Project Application & Defense IDD4900C

In a continuation of Graduate Project Research & Programming, students prepare, present, and defend a graduate project suitable for professional presentation and address the preparation of final portfolio projects. **(6 credits)**

(prereq: IDD4905C)

### Graduate Project Research and Programming IDD4905C

Selecting an area from Industrial Design, students research and program graduate projects. Emphasis is placed on quantitative and qualitative research, project scheduling, methods of presentation, and qualitative results. **(6 credits)**

(prereq: completion of 135 credits)

### Graphic Communication in Fashion CTE2894C

This course is a workshop in which students study the use of the computer as the tool of the fashion merchandiser and designer. An overview of vector-based programs and image manipulation gives students a greater understanding of the immense power and control of computer hardware and software available to create graphic marketing materials and solutions.

(prereq: CGS1160C, MAR2612)

### Graphic Design Applications GRA2125C

This course concentrates on practical industry applications of design principles and theory. Professionalism and attention to detail in creating production-ready art are emphasized and refined.

(prereq: GRA2858C)

### Graphic Design Portfolio Preparation GRA4951C

The student develops a graphic design portfolio in preparation for job interviews. Working individually with the instructor, each student begins the selection of representative pieces that showcase a unique style and demonstrate overall conceptual abilities and technical competencies that meet the requirements of the Bachelor's in Graphic Design program.

(prereq: completion of 150 credit hours in program)

### Graphic Design Portfolio Presentation GRA4952C

In this course, a graphic design print and digital portfolio is completed in preparation for job interviews. Working individually with the instructor, each student selects representative pieces to discuss and refine. Emphasis is on showcasing a unique style and demonstration of conceptual abilities and technical competencies that meet the requirements of the Bachelor of Graphic Design program.

(prereq: GRA4951C)

### Graphic Design Portfolio/Professional Development GRA2950C

The student completes a graphic design portfolio in preparation for job interviews. Working individually with the instructor, each student selects representative pieces that showcase a unique style and demonstrate overall conceptual abilities and technical competencies meeting the requirements of the Associate of Science in Graphic Design program.

(prereq: completion of 72 credit hours in program)

### Graphic Symbolism GRA2159C

This course examines the importance of graphic symbols in design. Logos and other symbolic images are examined in historic and contemporary contexts. Graphic elements including typography, simplified imagery, and abstract shapes are then utilized to create individual symbolic designs and compositions.

(prereq: ART1201C or DIG1132C & GRA1852C)

### Graphics GRA1106C

This course explores vector and raster based illustration, typographic skills, and image manipulation. Students study scanning, tracing, typography, and illustration. Computer skills are used to define and solve a variety of creative and conceptual problems. Students also study the use of vector and raster images for use in digital design.

(prereq: CGS1160C)

## H

### Hard Surface & Organic Modeling DIG4798C

In this advanced modeling course for the gaming industry, students create game assets with a focus on polygon and/or face count. Research plays an integral part in modeling for the gaming industry and in this course students demonstrate an understanding of creating game assets within a specific context and technical guidelines.

(prereq: DIG2363C)

## ALL COURSES ARE 3 CREDITS UNLESS OTHERWISE NOTED

Prerequisites may be waived by the Program Chair or Department Director

### History of Animation ARH1771

This course begins with an overview of the history of animation with emphasis on the various animation processes in their historical contexts. It continues with discussions of new developments and future trends in the animation industry and analysis of major sectors of the animation industry and career opportunities within them.

### History of Contemporary Women Artists ARH2879

This course examines the work of several twentieth and twenty-first century women artists whose work reflects the feminist movement and the culture around them.

[prereq: ARH2000 or THE2000]

### History of Graphic Design ARH2722C

This course examines the influences of societal trends, historical events, technological developments, and the fine arts on contemporary graphic design, illustration, typographic design, and photography. Through lectures, supplied visual examples, and independent research, the student gains insight into a variety of major design influences.

(prereq: ENC1145)

### History of Illustration ARH2726C

This course begins with an overview of the history of illustration with an emphasis on the various illustration techniques in their historical contexts. It explores the unique role illustration has played in Western society and culture. It continues with discussions of new developments and future trends in the illustration industry and career opportunities within them.

(prereq: ENC1102)

### History of Industrial Design IDD1400

Students explore industrial design history, evolution, and application. (offered WI & SU quarters)

### History of Installation Art ARH4472C

This course examines the work of several twentieth and twenty-first century artists whose art defines site specific environments that we reference as Installations. Some performance and video art are included. The class produces an installation.

(prereq: ARH2000 or THE2000)

### History of Photography PGY3006

Students study the development of photographic processes from the origins of the craft to contemporary technology. They research key people that contributed to the development of photography as an artistic medium and how their influences drove movements within the photographic industry. Ultimately, students develop an understanding of varied photographic techniques in historical context and how they apply to individual styles and then create final projects that demonstrate the connection between historical references and commercial photography.

### Honors Projects in Development and Production ADV4809C

Students become part of advertising agency acting as a specialist (account management, creative, media, traffic, production) and as a member of an agency team. Students work with actual clients in real assignments and are required to participate in client meetings, generate contact reports, conduct research, develop strategies, write media plans, ideate concepts, and produce creative elements.

(prereq: acceptance into the Honors Program. ADV4808C & ADV4809C to be taken concurrently)

### Honors Projects in Planning ADV3702C

Students study how to function in an advertising agency as a specialist and as a member of an agency team. The course culminates in the final production of completed marketing campaign elements, enabling students to have published samples for their portfolios.

(prereq: acceptance into the Honors Program. ADV3702C & ADV3910C to be taken concurrently)

### Honors Projects in Presentation ADV4808C

This course presents the advanced principles of advertising, planning, and management as they relate to marketing and advertising media. Marketing and advertising strategies are crafted by students working in a functioning agency. The study of advertising is integrated with other elements of the communications mix to build relationships with markets through direct marketing, personal selling, sales promotion, public relations, sponsorship, and cooperative advertising.

(prereq: acceptance into the Honors Program. ADV4808C & ADV4809C to be taken concurrently)

### Honors Projects in Research ADV3910C

Students work in an actual advertising agency working on projects for real world businesses and organizations seeking design and direction within the graphic and advertising industry.

(prereq: acceptance into the Honors Program. ADV3702C & ADV3910C to be taken concurrently)

### Honors Studio GRA4930C

Students are selected to participate in the Design Honors Group based on high grade point average and recommendations from instructors. The group is a functioning advertising agency and works on in-house projects as well as projects for non-profit organizations.

(prereq: 3.0 CGPA and instructor recommendation)

### Hospitality Marketing HFT4503

This course is an introduction to service marketing as applied to the Hospitality industry. The course covers the application of basic marketing concepts, research methods, and design and delivery of marketing components for a hospitality business. Topics included but not limited to unique attributes of service marketing, consumer orientation, consumer behavior, market segmentation principles, target marketing, product planning, promotion planning, market research, and competitor analysis.

### Human Factors in Design IDD1600C

This course involves the study and use of proper psychological and physical factors that affect humans on a daily basis while interacting with products, facilities, and the environment. (offered WI & SU quarters)

(prereq: IDD1100C)

### Human Growth and Development DEP2004

This course explores brain development and human behavior across the human development cycle, from infancy to adolescence to adulthood through to old age. Students examine the social, cognitive, linguistic, and biophysical developments across the life cycle.

(prereq: PSY2012)

### Human Resource Management HFT4221

This course introduces the principles and practices of human resources management relevant to hospitality organizations with emphasis on the entry-level manager's role. Topics covered include employment laws, workforce management, compensation and benefits administration, labor unions, employee safety, diversity, and ethics.

### Human Resource Management MAN3301

Provides students with a complete, comprehensive review of essential personnel management concepts and techniques.

(prereq: MAN2024)

### Illustration ART2251C

This course introduces the philosophy behind illustration and its uses in industry. Assignments focus on black-and-white and/or color techniques using contrast, values, composition, and function.

(prereq: ART2205C & ART2330C)

### Illustration & Stylized Drawing CTE2735C

Students further explore advanced techniques of fashion illustration for design communication.

(prereq: CTE1732C)

### Illustration Digital Portfolio DIG4954C

The student creates a digitally-based portfolio and web-site. Multimedia presentation techniques and self-promotion are covered showcasing the individual students area of specialization.

(prereq: GRA1852C)

### Illustration Portfolio Preparation ART4954C

Students develop an illustration portfolio in preparation for job interviews. Working individually with the instructor, each student selects representative pieces that show case a unique style and demonstrate overall conceptual abilities and technical competencies meeting the requirements of the program. (prereq: completion of 150 credit hours in program)

## ALL COURSES ARE 3 CREDITS UNLESS OTHERWISE NOTED

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### Illustration Portfolio Presentation ART4955C

Students complete an illustration portfolio in preparation for job interviews. Working individually with the instructor, each student selects representative pieces that showcase a unique style and demonstrate overall conceptual abilities and technical competencies meeting the requirements of the degree program.

(prereq: ART4954C)

### Image Management and Presentation PGY3326C

While implementing the digital capture workflow process, students develop strategies to manage and present image files. Through visual examples, assignments, and critiques, students analyze many of the technological challenges faced in today's photographic industry when managing an assignment and preparing images for client delivery; the students create solutions for each challenge. Students use location and studio assignments to improve their understanding of the technology and processes required for maintaining sophisticated digital asset management (DAM).

(prereq: PGY2470C)

### Improvisation TPP3121C

This course introduces students to the historical and technical components of improvisation; a tool used by actors, comedians, writers for the performing arts, game art designers, and computer animators. Students examine and use the various styles of improvisation e.g. free form, short form, long form, and improvisation that is script-based in order to create more effective characters and storylines in their work.

### Individual Fashion Style Development CTE33221C

Students study how to develop an adaptable basic wardrobe to use as a guide when selecting clothing for themselves or for a client by analyzing the body separate from clothing, then choosing clothing and accessory designs that are in harmony with the body's design pattern.

### Industrial Design Portfolio IDD4910C

This course emphasizes graphic presentation techniques with particular focus on the development of a professional-level portfolio utilizing various media. Verbal presentations, resume/business card preparation, and related presentation techniques are also discussed and explored. (graduation quarter)

### Industrial Design Portfolio Preparation IDD4950C

Students determine the proper applications to illustrate design ideas. Techniques for effective design communication are discussed. Drawings, renderings, and photos are prepared for the graduation portfolio.

(prereq: IDD3045C)

### Industrial Rendering IDD1032C

This course is an introduction to the rendering techniques required for Industrial Designers. Students apply various media (markers, pastel, pencil) to realistically visualize form, materials, and composition. The emphasis is placed on communicating design ideas and preparing client presentations. (offered WI & SU quarters)

(prereq: IDD1031C)

### Information Media Production GRA4196C

The student employs the skills and techniques needed for the production and utilization of various types of integrated media resources with particular emphasis on visual literacy, the evaluation of media resources, design standards, and the visual representation of information. Students evaluate existing materials and design and produce materials for multiple media formats including video for multi-formats, slide shows for visual support of verbal presentations, and viral and gorilla advertising.

(prereq: GRA1852C, PHY2803C)

### Information Presentation COM4111C

This course prepares students to develop and present information to professional audiences. Students acquire skills necessary to develop, prepare, and present graphics, charts, copy, and data. Professionalism and presentation techniques are also covered.

(prereq: GRA1852C, PGY2803C)

### Innovation & Entrepreneurship HFT4292

This course provides an introductory overview to the knowledge and skills needed for entrepreneurship. The course offers a chance to gain new knowledge and skills about how to identify and pursue entrepreneurial opportunities that can be applied to a student's own interests. Topics include: how entrepreneurs find, screen, and evaluate ideas and new business opportunities. Creativity: imagination, ingenuity; the ability to create; the act of relating previously unrelated things; the application of a person's mental ability and curiosity to discover something new. Innovation: the introduction of something new; the development of new processes, methods, devices, products, and services for use by oneself and/or others. Entrepreneurship: the pursuit of opportunity without regard to resources currently controlled; the process of creating value by combining resources in unique ways to exploit opportunity. Involves taking responsibility for implementing innovative concepts.

### Interactive Action Scripting DIG4315C

In this course students present and manage advanced interactive dynamic scripting with animation. Students construct and program applications involving dynamically updating animations, web sites and data. They must determine effective methods of sending and receiving dynamic data and must defend effective design in a dynamic setting.

(prereq: DIG4123C)

### Interactive Game Prototyping DIG4566C

Students work in a controlled production environment and are exposed to production pipeline processes including naming conventions, work flow processes, and tight deadlines. Students develop and use problem-solving skills to handle real-world production issues that arise in every game development cycle.

(prereq: DIG3797C)

### Interactive Motion Graphics CGS3875C

This is an intermediate level course focusing on motion graphics as an interactive design solution. The course focuses on designing and delivering low-bandwidth animations, presentations, and web sites. It also introduces students to scripting capabilities. The course covers design, standards, procedures, and delivery. Emphasis is placed on industry standards, ensuring compatibility (browser/platform), and developing a complete product from concept to delivery.

(prereq: GRA2130C)

### Interactive Motion Scripting DIG4784C

This is an advanced course that applies motion graphics as an integrated interactive solution; students script interaction, sequencing, and motion for interactive projects. Optimization is a critical consideration in the creation of the user-centered experience.

(prereq: DIG2250C)

### Interface Design DIG3103C

In this course, students produce advanced conceptual, aesthetic and production design strategies utilizing web authoring WYSIWYG editors. Students develop and manage the issues of project management, design development and documentation, navigation, and plan implementation. Students create plans and designs that ensure cross browser compatibility.

(prereq: CGS3803C, GRA2130C)

### Interface Design DIG3743C

In this course students apply the value and techniques of creating efficient interfaces for interactivity. Concepts covered include user friendliness, images as language issues, and coherent design principles. Students develop an appropriate interface for their work and study the coding to make it interactive.

(prereq: DIG3722C)

### Interior Architecture/ Design IND4230C

This course emphasizes research, analysis, and problem solving throughout the design process. Students develop the interior architecture of commercial spaces using design skills, space planning, and furniture layouts that incorporate systems furniture. Students also work in a team environment at different stages of the project.

(prereq: IND3480, IND3935, IND3467C)

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### Interior Architecture/Working Drawings IND4457C

This set of working drawings for an interior architecture project emphasizes the cross-referencing of drawings, schedules, legends, and reflected ceiling and finish plans.

(prereq: IND3480, IND3935, IND3424C, IND3467C)

### Interior Yacht Design IDD3171C

This course uses the design process to develop the interior features of a yacht to accommodate the functional and aesthetic needs of the client. Each functional area of the interior space is analyzed.

(prereq: IDD1101C)

### Intermediate AutoCAD IND3467C

This course focuses on the advanced commands of computer aided design and drafting within the Interior Design environment. Computer design, drafting technique, and applications are developed for speed and efficiency in the production of construction documents and presentation drawings.

(prereq: IND3465C)

### Intermediate Electronic Imaging Applications PGY2802C

Using techniques and skills developed in the introductory course, this course allows students to expand their skills in contemporary and emerging technologies of imaging. Students are expected to integrate previously learned techniques and skills with newly acquired information and design skills to produce unique images.

(prereq: PGY1801C)

### Intermediate Interface Design GRA4725C

This course is a continuation of the skills introduced in Creative Interface Design. Advanced concepts and techniques of interactive web-based multimedia presentations incorporating action, script, sound, graphics, and video are explored.

(prereq: GRA3873C)

### Intermediate Painting ART3504C

This course is a continuation of Fundamentals of Painting. Emphasis includes painting the human form, using light and expanding the repertoire of techniques.

(prereq: ART2500C)

### Intermediate Product Design IDD3102C

This course explores creative design methods, problem identification, research, setting objectives, and extensive problem solving through conceptual ideation, renderings, and finished models in scale. (offered WI & SU quarters)

(prereq: IDD1032C, IDD1101C)

### Intermediate Radio Programming RTV1240C

The student programs various formats including music and talk shows. Emphasis is placed on improving vocal performance skills, personality development, and interpretation styles for news and commercials. The student creates scripts, practices announcing, and studies additional advanced digital audio radio production techniques.

(prereq: RTV1212C)

### Intermediate Web Design CGS3803C

Students move beyond basic web design skills and acquire advanced scripting and design skills for web development. Java scripts and CSS are applied along with an examination of both the server- and client-side environments in which they occur. Students continue to refine design documentation skills.

(prereq: COP1845C)

### Intermediate Web Scripting COP4111C

Through this course, students refine and enhance programming skills. The student gains experience developing advanced applications using specific computer languages.

(prereq: CGS2540C)

### International Marketing MAR3156

This course examines global marketing opportunities, problems, and strategies that impact the international environment. In addition, students study international marketing concepts, cross-cultural sensitivities, political and legal influences, economic considerations, and how these concepts relate to decision making in an international environment.

(prereq: MAR1010)

### Internship-Associate SLS2943

This course is for students in their final quarter(s) of an associate's degree program and provides students the opportunity to study within an established, industry-related business. By working as an intern within their chosen fields, students expand their knowledge and acquire experience in current business practices. Successful completion of internship prepares students to seek employment upon graduation. (Repeatable up to six [6] credits (prereq: approval of Career Services, Sponsor, Program Chair, and (if applicable) International Advisor.)

### Internship-Bachelor SLS4943

This course is for students in their final quarter(s) to gain additional experience within an outside business establishment. Students may secure their own positions, with approval of the program chair, or they may work through the Student Services employment office. A faculty member coordinates the program and evaluates student performance. (Repeatable up to six [6] credits)

(prereq: SL3355, approval of Career Services, Sponsor, Program Chair, and (if applicable) International Advisor.)

### Interpersonal Communication COM1041

Students explore human interaction and its impact on the development of self-identity and relationships, both personal and professional. Students discover ways to improve communication techniques.

### Introduction to Dynamic Scripting COP3846C

This course provides an introduction to designing dynamic sites. Students study the fundamentals of what software makes up a web server, the differences between server-sided and client-sided authoring and basic scripting that uses this information to help design more dynamic sites. This course is the first in a series of three dynamic web courses that help the student to implement scripting with WYSIWIG editors and vector animation programs for the web.

(prereq: CGS3875C, CGS3803C)

### Introduction to 3D Modeling ART2623C

This course introduces basic concepts of computer-based modeling environments. The course covers topics such as 3D coordinate systems, orthographic drawing, primitives, shapes into wireframes, lofting and surface revolution, and transforming 3D objects. The basics of surface mapping and three-point lighting are covered, as well. Students create original models based on photographs.

(prereq: (GRA1762C)

### Introduction to Accounting Principles HFT4403

This course introduces the basic concepts of financial accounting including the principles upon which the determination of a company's net income and financial position are based. The course presents the accounting cycle, recording process, financial statements, budgetary planning, and performance evaluation. Basic financial statements are introduced, the items included in these reports, and the economic events and accounting related to them. The course provides information to facilitate how to use and interpret accounting information.

### Introduction to Audio Recording RTV1213C

Students study the principles of audio recording. Students examine the tools and techniques used in digital multi-track recording and mixing. This course includes the basics of critical listening, microphone technique, digital recorder and console operation, signal flow, signal processing, and general studio operations.

### Introduction to AutoCAD IND3465C

Introduction to AutoCAD is a course teaching the fundamentals of computer-aided design and drafting within the interior design environment. Computer design and drafting commands are learned and techniques are developed for presentation and documentation.

(prereq: IND1405C)

## ALL COURSES ARE 3 CREDITS UNLESS OTHERWISE NOTED

Prerequisites may be waived by the Program Chair or Department Director

### Introduction to Baking and Pastry Theory FSS1066C

Students are introduced to the fundamental concepts, skills, and techniques of baking. Special significance is placed on the study of ingredient functions, product identification, and weights and measures as applied to baking. Through lectures, demonstrations, production, tasting and testing, students learn yeast-raised dough mixing methods, pie dough, quick dough, cookie dough, and product finishing techniques.

### Introduction to Composition ENC0020

This course focuses on strengthening grammatical, mechanical and usage skills in writing. The course provides basic instruction and practice in writing one-paragraph and multi-paragraph essays. (3 credits. Does not count toward degree/diploma)

### Introduction to Creative Writing CRW2000

Students experiment with a variety of writing genres. They also read within a variety of genres to determine which techniques work and which ones do not. Students participate in a variety of pre-writing exercises, create rough drafts, and learn revision techniques.

(prereq: ENC1101 and [ENC1102, ENC1145, or LIT1020C])

### Introduction to Drafting IND1400C

This course in basic drafting techniques familiarizes students with the use of drafting equipment and materials and provides necessary instruction in foundation skills.

### Introduction to Electronic Imaging Applications PGY1801C

While studying basic integrated media capture and image manipulation using industry-standard applications and programs, students are introduced to current operating system platforms. Students utilize the internet as well as basic archiving and storing of digital files.

(prereq: PGY1806C)

### Introduction to Ethics PHI2630

This course is presented in modules covering the following areas: morality, methods of reasoning, environmental and business ethics, bioethics, and ethical questions such as taking of human life, abortion, mercy death, and human sexuality.

(prereq: ARH2000 or THE2000)

### Introduction to Fiction Writing CRW2100

Students study to write a complete story with a beginning, middle, and end. Students read examples of successful pieces of fiction and write their own, which are critiqued in a workshop environment.

(prereq: ENC1101)

### Introduction to Game Development DIG1717

This course begins with an overview of the history of video games with emphasis on the various gaming processes in their historical contexts. It continues with discussions of the various game genres and analysis of major sectors of those industries and career opportunities within them.

### Introduction to Industrial Design IDD1100C

This course introduces the concept of the design process and how it is used in the field of Industrial Design. The core elements of problem solving, form development and communication are introduced. The course explores effective critiquing techniques to help evaluate the effectiveness of designs. Basic drafting using mechanical drawing tools to refine elementary drafting skills, including perception of scale and dimension is covered.

### Introduction to Literature ENC1102

Students study various types of literature, including fictional and non-fiction works, the short story, various types of poetry, and drama.

(prereq: ENC1101)

### Introduction to Mathematics MAT0002

This course focuses on the understanding of the operations of addition, subtraction, multiplication, and division for the sets of whole numbers, decimal numbers and fractions. The course includes the use of percentages and applying critical thinking to problem-solving configurations. (3 credits. Does not count toward degree/diploma)

### Introduction to Pastry Techniques and Artistry FSS1067C

This course is a combination of theory, lecture, demonstration, and hands-on production to provide an introduction to pastry techniques for use in a commercial kitchen. Students study a variety of dough, batters, fillings, and glazes with an emphasis on formulas. The preparation of basic cakes and icings, roll-in dough, preparations of pastry cream, and finishing techniques, plus selection and proper use and handling of various chocolates used in baking and decorating are introduced. Emphasis is also placed on dessert plating and presentation. **(6 credits)**

### Introduction to Philosophy PHI2010

This course is an in-depth study of prominent philosophies, major philosophers and major philosophical movements emphasizing their contributions to the world of thought and demonstrating the importance of reason in the contemporary world.

### Introduction to Programming with C++ COP2363C

Programming with C++ students study basic programming skills needed to design, develop, and produce practical applications using the C++ programming language.

(prereq: CGS1160C)

### Introduction to Psychology PSY2012

This course introduces students to the basic concepts of human behavior, personality development, emotion, perception, motivation, and adjustment to conflict.

### Introduction to Retailing MKA1041

This course provides an overview of the retail environment. It examines and addresses basic terminology and concepts related to retail trends, traditional and non-store retailing, operations, and planning.

### Introduction to Scripting and Programming Languages COP1845C

Students acquire basic programming skills needed to design, develop, and produce practical applications with a specific scripting or programming language. The course addresses good programming practices, structured logic, and object-oriented concepts, including methods, properties, events, and handlers.

(prereq: CGS1160C)

### Introduction to Sociology SYG2000

Students explore the dynamics and structure of human society. The fundamental structures and processes responsible for the social organization of behavior are examined. Topics include culture, socialization, deviance, social structure, social stratification, and institutions. Current issues in society are also addressed.

### Introduction to User Centered Design GRA2130C

This course examines the design and implementation of the computer-user interface to create effective interactive media content. The student creates compelling and potent designs using advanced interface elements such as color and organization of content. This course is an application approach to practical theory.

(prereq: DIG1135C or PGY2803C)

### Introduction to Video Production RTV1241C

Students gain knowledge of the technical terms of video production and industry uses of basic video production equipment and techniques.

### Introduction to Visual Effects and Motion Graphics DIG1021

This course begins with an overview of the history of visual effects with emphasis on the various effects processes in their historical contexts. It continues with discussions of the field of postproduction, animation, and broadcast graphics and analysis of major sectors of those industries and career opportunities with them.

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Prerequisites may be waived by the Program Chair or Department Director

### Introductory Astronomy AST3009

Students explore and grapple with some of the largest and most profound questions human beings are capable of addressing: what was the big bang? What is our position in the vastness of space and time? How did life originate on earth and how is it likely to end? How likely is it that life exists elsewhere in the universe? Topics covered include the nature of light, our solar system, stellar structure, galaxies, and cosmology. Learning extends beyond the classroom walls as students venture into the field to the planetarium and observatory. Telescopes are employed throughout the entire 11-week learning process.

(prereq: BSC1001 or ISC1004)

## K

### Keying and Color Correcting DIG3344C

This course exposes students to the disciplines used in creating and compositing video shot on a blue- or green-screen. More sophisticated methods are introduced for color correcting and adjusting video to produce seamless composites. The course reinforces compositing concepts, techniques, and vocabulary that students have learned in previous courses. Each student produces a final edited project utilizing these skills. Concepts presented include various methods of keying, matte extraction, garbage matting, track mattes, traveling mattes, RGB color space, and color correction.

(prereq: DIG2340C)

## L

### Large Format Photography PGY1150C

Students become familiar with large format photography and the view camera. Through hands-on projects students begin to gain an understanding of and technical proficiency with the control and operation of the view camera.

(prereq: PGY1800C)

### Latin Cuisine FSS1744C

This course emphasizes both the influences and ingredients that create the unique character of selected Latin cuisines. Students prepare, taste, serve, and evaluate traditional, regional dishes of Mexico, South America, and the Caribbean Islands. Importance is placed on ingredients, flavor profiles, preparations, and techniques representative of these cuisines.

### Layout GRA1120C

The student uses a variety of design media to develop an awareness of the use of visual elements in design.

### Leadership and Organizational Development HFT4295

Students examine leadership, organizational management, and culture with focus on the role of the managers as facilitators of change within the organizations. The course emphasizes the concepts of motivation, interpersonal relationships, group dynamics, leadership, and organization culture. Examination of leadership styles, development of strategic plans, and critical problem solving in the hospitality industry are covered in the course.

### Legal Issues and Ethics for Culinarians HFT4603

The course is designed to give the student an overview of legal issues arising in the foodservice environment. Students examine laws pertinent to the hospitality/food service industry and investigate the relationship of these laws to the administration of a service organization. This course also identifies common ethical dilemmas encountered by Culinarians and introduces the student to the foundations, purpose, and content of ethical codes, and approaches to ethical decision making.

### Level Design DIG3793C

Students are introduced to the level editor for an existing game engine. Working with the elements and tools within the editor, students create and modify aspects of a game level. Using learned concepts from the Game Design & Game Play course, students analyze, break down, and improve upon the game play aspects of the level.

(prereq: DIG1711C)

### Life Drawing ART2330C

This course introduces the student to drawing the human figure from life. The course focuses on drawing the figure in proportion in a manner that is anatomically convincing, with attention to rendering and shading. Concepts of gesture and contour drawing, negative and positive space, sighting, and contrast are reviewed.

(prereq: ART1300C)

### Lighting PGY1201C

Students are introduced to basic aspects of lighting as it relates to photography and the photographic process. Emphasis is placed on quality, direction, measurement and control of light and the effect on the photograph. Basic techniques, applications, and variations are demonstrated and students acquire knowledge and skills through the use of visuals, assignments, and critiques.

(prereq: PGY1150C, PGY1806C)

### Lighting Applications PGY3205C

Students solve lighting problems that arise in the advertising, editorial, consumer, and corporate and industrial markets. Students apply combinations of lighting techniques and light sources both in the studio and on location. By studying existing commercial images and researching available resources, students create lighting schemes that produce commercially viable images.

(prereq: PGY2202C)

### Location Photography PGY2224C

This course is designed to familiarize students with location photography through the use of SLR, medium format, and large format cameras. It offers students an opportunity to gain technical proficiency in the control and operation of various location lighting equipment with emphasis on portable electronic flash systems.

(prereq: PGY2202C)

## M

### Management by Menu HFT2852

This course prepares future food service managers by giving a clear picture of the important role menu planning plays within operations. It covers topics ranging from menu development, pricing, and evaluation to facilities design and layout. Students benefit because good menu development is crucial to the success of any foodservice operation, i.e., a planning tool, a source of operational information, and a merchandising method for reaching patrons.

### Management Externship HFT4943

Students observe and participate in the supervisory operation of a successful foodservice business. They apply their professional skills to gain experience in order to enter and become successful in the foodservice business. Emphasis is placed on developing hospitality management skills.

### Management of Post-Production FIL4575C

This course covers the advanced technical, theoretical, and aesthetic principles of management of the post-production process used in the editing of TV documentaries and other programming. The focus is on developing continuity, building sequences, refining dramatic structure, narration, and special effects.

(offered WI & SU quarters)

(prereq: RTV3255C)

### Manufacturing Apparel Concepts CTE1760

This course introduces students to manufacturing processes. Students develop a working knowledge of terms, methods, and an understanding of production operations. By the end of the course, students are able to apply these concepts to their own uses. Students study various production-time and quality-assurance methods. Participation facilitates students in generating decisions in production operations.

### Maps, Mattes, Masks GRA1762

This course continues the development of digital imaging skills with an emphasis on advanced techniques in masking, maps, channels, and compositing.

(prereq: ART1211C or GRA1106C or PGY2803C)

### Marine Biology OCB1010

An introduction to the major groups of living marine organisms that inhabit the oceans of the world.

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Prerequisites may be waived by the Program Chair or Department Director

### Marine Component Design IDD3161C

This course provides an overview of marine products and how they are integral to the total design of a boat or ship. Students develop components for different scenarios applicable in marine design.

(prereq: IDD2162C)

### Marine Design Process IDD2162C

Students begin to integrate their knowledge, skills, and understanding of the design process to develop designs for boats and yachts. Students use concept sketches, mechanical drawings, and models to create form, color, and design detail. Ideas are analyzed to determine creative solutions in the marine environment. Layouts are developed capturing design intent and providing the basis for construction models.

(prereq: IDD1520C, ETD1560C)

### Marine Refit Design IDD3163C

This course focuses on the business of making design changes to existing boats to meet customer needs. After reviewing different types of refit projects, the students develop their own projects to update an existing vessel.

(prereq: IDD1101C, IDD2162C)

### Marine Rendering IDD1036C

Students apply drawing techniques to investigate design problems and represent marine concepts. Two-dimensional and perspective methods are used to create realistic views. Students use a variety of media, such as pencil, ink, and markers, to simulate a variety of natural and manmade materials in their drawings.

(prereq: IDD1031)

### Materials and Processes IDD1310C

Students explore the various materials and their properties used in today's products. This includes plastics, metals, and natural materials. Production methods associated with manufactured products are examined for their application and selection in the design process. (offered SP & FA quarters)

(prereq: IDD1200C)

### Matte Painting DIG3356C

Students study the art and craft of matte painting. Students focus on the history and evolution of matte painting from its origins to its current form. 2D matte paintings are created using photographs provided by the instructor or from the student's research. Students take photographs and create a visual record of the process.

(prereq: GRA1762C)

### Mechanical Drawing ETD1102C

Requiring students' knowledge of basic drafting skills, the course stresses isometric and oblique representations, sections, and auxiliary views. (offered SP & FA quarters)

(prereq: IDD1100C)

### Mechanical Perspective IND1335C

This course is an examination of the projection method of perspective construction. It stresses the specific and accurate representation of objects and volumes through a series of progressively complex exercises in construction.

### Media IND1304C

This course shows the practical and finished application of perspective and isometric construction through rendered final drawings and includes a variety of pen and ink media techniques.

### Media Arts & Visual Effects Portfolio Presentation DIG4956C

This course completes the presentation of a cohesive and professional print and digital portfolio that meets requirements for graduation. Industry professionals participate in evaluations. Students finalize and present their portfolio to the instructor and a faculty committee for review and critique.

(prereq: ART4952C)

### Media Arts Portfolio Development ART4952C

This course continues the refinement of the student's digital portfolio. Students focus on meeting digital portfolio requirements and showcasing their individual strengths and areas of specialization.

(prereq: ART4951C)

### Media Arts Portfolio Preparation ART4953C

This course identifies and organizes elements of the student's body of work in preparation for portfolio development and presentation. Students develop an action plan and begin its implementation. Working closely with the instructor, areas of focus are defined, areas of improvement are targeted, and project management is emphasized. Print and digital portfolio requirements are delineated. Industry professionals participate in evaluation, demonstration, and preparation. Professional demo reels are shown and analyzed.

(prereq: DIG4367C, ART3567C)

### Media Arts Portfolio Presentation DIG4956C

This course completes the presentation of a cohesive and professional print and digital portfolio that meets requirements for graduation. Industry professionals participate in evaluations. Students finalize and present their portfolio to the instructor and a faculty committee for review and critique.

(prereq: ART4952C)

### Media Business FIL4600

This course examines the business side of production in the TV, film, video, and related electronic media industries. Emphasis is placed on legal issues such as copyright laws, permits, and contracts. Students are also taught basic marketing, sales, and budgetary constraints as they relate to media.

### Media Concept Development MMC1124

This course covers the fundamentals of media script writing, development of visual elements, and the entire process of creating, designing, and producing media content for targeted audiences and intended delivery systems.

(prereq: ENC1101)

### Media Delivery Systems & Distribution MMC3008

This course addresses the end part of media production: delivery and distribution. Students study a variety of media delivery methods and examine the relationship between delivery systems and distribution methods. They also evaluate the relative efficiency, cost, and effectiveness of each. (offered SP & FA quarters)

(prereq: MAR1010)

### Media Interpretation & Adaptation FIL2108

This course focuses on interpreting media content and adapting original literary and nonfiction work for media production. Students employ critical thinking, problem-solving, research, and organizational skills to create or recreate scripts for media production.

### Media Law GRA2412

This course closely analyzes current laws affecting media works including copyright law, trademark law, and laws regarding libel, slander, publicity rights, privacy rights, misappropriation, unfair competition, moral rights, and trade disparagement.

(prereq: ENC1101)

### Media Planning and Buying MAR3323

Media as part of a delivery channel for a marketing message is the focus of this course. Topics include media as critical to the fulfillment of the overall marketing strategy, cost effectiveness, and alternative and new media.

(prereq: MAR1010)

### Menswear/Tailoring CTE3351C

Students design and construct apparel for the menswear market with special emphasis on tailoring techniques.

(prereq: CTE2750C)

### Merchandise Buying CTE2827C

This course provides a foundation for the study of retail buying. Theories are analyzed through the study of merchandise classifications and the calculation of open-to-buys.

(prereq: CTE2821C)

### Merchandise Mathematics CTE2821C

A survey of quantitative skills necessary for merchandise planning in the wholesale and retail business environment.

(prereq: MGF1211 or MAD1104 or MAC1105)

## ALL COURSES ARE 3 CREDITS UNLESS OTHERWISE NOTED

Prerequisites may be waived by the Program Chair or Department Director

### Model Shop IDD220C

This course focuses on the execution of finished, painted, and detailed models from original ideas developed in Intermediate Product Design. Finished scale models are made from wood, plastic, metal, and hard foam.

(prereq: IDD1200C)

### Modeling and Animation ART2624C

This course explores the various techniques used to create animation in a 3D environment. Focus is placed on creating animated logo designs for use in broadcast and corporate presentation venues. The course also explores various methods of compositing and compositing concepts to enhance and expand productivity. Specific animation features and functions of the given software are discussed and applied to the production of short 3D animation projects. Emphasis is placed on the ability to break down a scene into various layers and integrate those layers into a completed, seamless product.

(prereq: ART2623C)

### Modeling with Subdivision Surfaces DIG3372C

Students create low and high polygon characters. This class focuses on facial definition and anatomical imbalance in the facial structure and anatomy of characters and creatures. Students create high quality displacement and normal maps for use in 3D game applications. Students explore the uses of materials, textures, paint, and illustration tools as well.

### Modelmaking IDD1200C

The principles of modelmaking are introduced using paperboard, wood, plastic, metal, and other media. Students become familiar with a variety of current tools and techniques.

(offered WI & SU quarters)  
(prereq: IDD1100)

### Modern and Post-Modern Civilizations WOH2022

Students explore the Reformation through Post-Modern eras from the African, Asian, European, Latin American, and Anglo-American perspectives. Students examine such issues as ethnicity, gender, work and social order, spirituality, religion and the state, scientific and technological invention, along with various art forms from each civilization.

### Modern Decorative Arts IND2162

This course offers a continuing study of the evolution of decorative arts from 1830 to the present day.

### Motion Graphics: Advanced Compositing DIG3394C

This course focuses on techniques in creating high-end motion graphics. The student is exposed to more advanced techniques that include 3D modeling, texturing, lighting, particles, and compositing. Students utilize this course to create motion graphics for their final portfolio.

(prereq: DIG3345C)

### Motion/Lighting/Texture Mapping ART2626C

This course develops and refines competencies in texture mapping and lighting techniques. Focus is on the correlation between reality and computer rendition, stressing the disparity between real light and the technical facsimile of artificial lighting to set moods and atmosphere.

(prereq: ART2624C)

### Motion Tracking DIG3346C

This course introduces students to the various methods of matching the motion shot on a live-action plate and applying that motion to a digital element. The course introduces 2D and 3D tracking methods.

(prereq: DIG3392C & DIG3114C)

### Multimedia Production and Design Group DIG4591C

This course is the application and implementation of business, design, and programming skills students have acquired. Students work in production groups to examine business problems and must determine the source problem, ascertain a working solution, and implement a functional model complete with proposals, design, technical, and quality assurance documentation. Design solutions appropriate to a targeted market are emphasized. Critical analysis, problem identification, and idea refinement are the focus in producing a portfolio quality project.

(prereq: COP4813C or DIG4123C)

### Music Promotion RTV1809

The principles of good salesmanship are applied to the techniques used to develop and promote a hit record. Knowledge of factors that influence sales success is examined. Each student acts as a music promoter to develop sales ability.

## N

### Net Broadcasting DIG4144C

Students analyze the practical application of a variety of software, hardware, and management issues relating to broadcasting video and audio on-line. Students plan and construct projects that use streaming audio, video, and other multimedia elements for delivery over the internet.

(prereq: DIG3103C, DIG2201C, CGS3803C)

### Nonlinear Editing FIL2553C

This course covers the process of non-linear video editing. Using a computer and appropriate software, students explore the essentials of editing video and audio in a digital environment, from digitizing to outputting to videotape.

(prereq: FIL1550C)

### Nutrition HUN2204

This course centers on an explanation of the basic principles of nutrition and their relationship to health. The structure, functions, and source of nutrients—including proteins, carbohydrates, fats, vitamins, minerals, and water—are discussed. Current issues in nutrition are reviewed including dietary guidelines, energy balance, vitamin supplements, and food fats.

## O

### Oceanography OCE2001

An introduction to the chemical, biological, and geological features of the oceans of the world.

### Online Advertising and Marketing Analysis ADV3507

Students are introduced to the concepts of online advertising and marketing. Successfully targeting online marketing is also covered. Students create material that reflects the collected data.

### Organizational Behavior MAN3240

This course is an examination of human relations theory and individual, group, and organizational performance in relation to the organizational structures of contemporary businesses and public agencies.

(prereq: PSY2012)

## P

### Package Design GRA2171C

This course defines the role of packaging in product identification, presentation, and production. The unique challenges of adapting typography, illustration, design, and materials to three-dimensional forms are explored. Research includes marketing objectives, structural integrity, and display aesthetics.

(prereq: GRA1852C, PGY2803C)

### Package Design for Production IDD3150C

Design packaging is created through the use of a good layout, images, typography, and color in a cost effective way. Students explore the associations and the attributes that customers think of when they see the brand name of a product.

(prereq: IDD1101C, IDD3045C)

### Packaging and Point of Purchase Design IDD3151C

This course examines the concepts and application of two- and three-dimensional principles related to the design of packaging, point-of-purchase, and merchandising systems. (offered WI & SU quarters)

(prereq: IDD1101C, IDD3045C)

## ALL COURSES ARE 3 CREDITS UNLESS OTHERWISE NOTED

Prerequisites may be waived by the Program Chair or Department Director

### **Painterly Techniques for Photographers PGY4833C**

This course is designed specifically for photographers to integrate traditional painterly techniques into their previously-learned imaging skills. Imaging skills dealing with textural elements such as paper surfaces, rendering traditional painting attributes, setting up source files for clone referencing, creating mosaics from photographic sources and rendering 3-d effects are explored in depth. The purpose of this course is to broaden the aesthetic and commercial choices in stylistic treatment.

(prereq: PGY2802C)

### **Painting and Rotoscoping DIG2340C**

This course explores various techniques to create and implement CGI into live action. Utilizing various painting and compositing packages, students study the principles of rotoscoping and digital painting as applied to rig removal and special effects.

(prereq: DIG3343C)

### **Particles/Dynamics/Paint Effects DIG4381C**

This course improves on the tools, concepts, and techniques learned in previous 3-D animation courses. Students analyze advanced animation techniques involving particle and dynamic systems. Students research basic compositing techniques.

(prereq: DIG3354C)

### **Personal Chef HFT2881C**

In this course, students study the fundamentals of being a personal chef including the writing of menus, shopping lists, equipment lists, and preparation in limited space. There is a major emphasis placed on oral presentation, the marketing of oneself, and the preservation of good will. The interview process is covered and practiced via mock interviews. Portfolios are developed and used for the final interview. Menus are researched, planned, and cooked based on hypothetical scenarios.

### **Personal Selling MAR2412**

This course focuses on the essential skills and knowledge one needs to effect a sale, as well as the ways that the sales pitch can be focused to solve customer problems. This course also covers persuasive communication techniques in the area of advertising.

### **Personal Water Craft Design IDD3167C**

The unique characteristics of personal watercraft are studied in comparison to traditional boat design. New concepts are developed, considering the lifestyles and activities of the boat enthusiast.

(prereq: IDD1101C)

### **Photographic Criticism PGY2040C**

This course introduces students to in-depth study of photographic criticism. Students acquire a vocabulary for critically analyzing photographs by studying contemporary critical thought. Students study the expression and representation of personal beliefs and cultural values in photography.

(prereq: PGY1050)

### **Photographic Design PGY1806C**

Students study the fundamentals of image processing and explore timeless elements that form the foundations of all design arts. Using contemporary technology to produce images, students become familiar with basic production techniques and begin to develop creative expression. Through class discussion students examine their own color images to identify components that make images aesthetically pleasing.

(co-req: PGY1800C)

### **Photography Portfolio Preparation PGY2470C**

Portfolio Preparation provides students guidance and direction in producing images for their graduation portfolios. Creating unique images that collectively demonstrate a clear application of technical skills and vision is emphasized throughout the portfolio process.

(prereq: approval of dept. Chair)

### **Photography Portfolio Presentation PGY4953C**

Continuing the portfolio construction process, students prepare for transition from the role of student to active participant as an assistant or employee in the photographic industry. Each student develops methods and media to present their work in a manner that meets professional and creative goals.

(Prereq: PGY2470C)

### **Photography Portfolio Refinement PGY4476C**

Through independent advisement, students complete their graduating portfolios and presentation materials in their designated market of interest.

(prereq: PGY4953C)

### **Photography Techniques PGY1103C**

Students discover and explore the basic principles of photography and its use in graphic design through the creative technical uses of the 35mm camera. Fundamental functions, exposure, effect of the shutter and aperture, film selection, composition for impact, lens selection, and the qualities of light are covered. Students create images for their own stock photography library including backgrounds and textures.

### **Photography/Art Direction GRA3867C**

This course provides a comprehensive review of the role of the art director in the visual marketplace. The primary focus is placed on designing layouts using photography to create editorial pages, and ads that meet the specific needs of the clients.

(prereq: PGY1103C, GRA2125C)

### **Photojournalism PGY2600C**

Students apply the basics of setting up and shooting news, features, sports, and photo essays in this course that focuses on photojournalism within the editorial market. Students study professional examples of photojournalism to acquire an understanding of the elements required in each category. Each student creates a picture story that demonstrates news writing, photo editing, and layout skills and delivers it to an FTP site for publication.

(prereq: PGY1201C)

### **Planning and Controlling Costs FSS1502**

This course is intended to provide the student with the methodologies and tools to control costs and help the student value the planning and control process in the food and beverage industry. Topics include: planning and controlling costs using budgeting techniques, standard costing, standardized recipes, performance measurements, food, beverage, and labor cost controls, and allocation of overhead.

### **Portraiture PGY2210C**

This course introduces the student to basic portrait techniques which are applicable not only to general photography but any field which includes photographing people. The class practices classical posing and lighting techniques in both studio and outdoor situations.

(prereq: PGY1201C)

### **Post Production RTV2250C**

Students apply previously acquired skills to digital workflow. A/B roll editing, SMPTE time code, video effects, audio mastering, and character generator capabilities are explored. Aesthetic and technical considerations are practiced through the completion of editing projects.

(prereq: FIL1550C)

### **Presentation Techniques IND3312C**

This course allows students to revise and render one of their current or previous design projects. Media are selected with consideration to individual skills.

(prereq: IND1335C, IND1304C)

### **Principles of Aesthetics PHI3800**

Aesthetics is the philosophical study of the nature of art. Students examine various aspects of "art," including the relationship between various arts and concepts of beauty, the creative process, principles of art criticism, style, and symbolism.

## ALL COURSES ARE 3 CREDITS UNLESS OTHERWISE NOTED

Prerequisites may be waived by the Program Chair or Department Director

### Principles of Lighting RTV1224C

The student studies and applies lighting techniques and concepts as they relate to various media applications. Emphasis is placed on mastering the skills required to make appropriate lighting decisions under a variety of field and studio situations. There is also a focus on pre-production skills as well as problem solving on the set.

### Principles of Marketing Research MAR2612

The use of the marketing research process as a tool for solving advertising problems is the focus of this course. The source of data, sampling procedures, questionnaire design, data collection and analysis, and who uses the information and how is covered.

(prereq: MAR1010)

### Principles of Mechanical Engineering IDD320C

This course examines the principles of engineering that help industrial designers understand the mechanical properties of the products they design. Fundamentals are observed through test models and the application to design principles. (offered SP & FA quarters)

### Principles of Macroeconomics ECO2013

This course introduces students to the concepts behind economic systems within the united states. Students discuss current economic issues including unemployment and inflation, economic cycles, interest rates and their impact on households and national income, and the federal reserve system policies.

### Principles of Microeconomics ECO2023

The student will study the economic behavior of individuals and firms. Students will examine why firms maximize profits and consumers maximize satisfaction. Students will learn supply & demand for small business, price elasticity, & how these affect the profitability of individual market sectors within a larger market.

### Principles of Photography with Digital Technology PGY1800C

In this foundational course, students identify the basic photographic tools of the digital age and their intended purposes. Students explore the principles of camera operation to control photographic exposure and image aesthetics while employing the proper use of digital camera systems and light meters. Additionally, students examine photographs to identify their attributes and learn to replicate these on their own images.

(coreq: PGY1806C)

### Principles of Public Speaking SPC1608

This course helps students develop the skills necessary to make presentations before an audience. The course introduces students to speechmaking, the steps necessary to develop a well-organized speech with the necessary supporting material, and the process for the development and use of visuals needed for an effective presentation.

### Print Production Techniques GRA3224C

This advanced course in practical industry design principles and theories focuses on design and print situations. The emphasis is on identifying production problems and finding and preparing files for a service bureau in a time-constrained industry. Additional focus is placed on paper choice, cross-platform use, and implementation of multiple software programs to complete numerous pieces in various design medias.

(prereq: GRA2125C)

### Printing PGY2830C

Printing expands on the competencies of color management and applications by integrating a variety of current output methods commensurate with industry needs. Students apply their contemporary output knowledge and skills to refine black and white printing skills and utilize print theory to create a benchmark for quality digital output. Students acquire proficiencies in file preparation, image resolution selection, device profiling, paper selection, and soft-proofing techniques.

(prereq: PGY1811C)

### Product Brand Design IDD3190C

Students explore brand identity including brand name, logo, positioning, brand association, and brand personality.

(prereq: IDD3045C , IDD1101C)

### Product Data Management CTE3786C

Students study how to manage the flow of garment construction and costing from concept to shipping using both specialized and standard computer software programs.

(prereq: CTE3533C)

### Product Design IDD1101C

Students investigate the processes of universal product design. They examine how products are developed, incorporating concept, working drawings, and model making. Prototype development, mass production, and marketability are covered. (offered WI & SU quarters)

(prereq: IDD1520C, IDD1031C)

### Product Display Illustration ART3273C

This course defines the role of illustration in the context of package, product, and display design. Students examine the unique challenges of adopting illustration, typography, design, and materials to the three dimensional form. Research includes marketing objectives, structural integrity, and display aesthetics.

(prereq: GRA2125C)

### Production Studio 1 DIG4525C

Students build upon previously learned foundation skills in broadcast design and visual effects by simulating a real-world production environment. The course emphasizes both the competitive and collaborative aspects of production as well as various professional methods, procedures, techniques, skills, resources, and equipment.

(prereq: DIG3394C)

### Production Studio 2 DIG4526C

This course exposes students to the disciplines used in compositing, broadcast design, animation, and related industries. Students continue to work as a production team in developing a finished professional product for use in their portfolio.

(prereq: DIG4525C)

### Professional Development SLS3355

This course introduces the student to career planning and job-search skills necessary to obtain a position in a chosen career field. Emphasis is placed on practical knowledge, interviewing techniques, promotional guidelines, and materials necessary for securing successful entry into the student's field of choice.

(prereq: ENC1101 and [COM1041 or SPC1017 or SPC1608])

### Project Management DIG1561

Students working independently and in groups are introduced to the interactive design, IT project management process, and development of the project team as the key to successful achievement of interactive design project goals. The process examines the main elements required in every proposal/plan, time frames and budgeting. Key areas of interactive project design teams serve to support the fundamental approach that every project team is tailored to achieve project results efficiently and effectively.

### Promotional Design GRA2175C

The emphasis of this course is on the role of design in creating promotional materials through the use of folders, brochures, flyers, and unconventional media. Marketing research, objectives and strategies are explored and applied.

(prereq: GRA1121C, GRA2177C)

### Psychology of Color PSY3025

This course is a review of the fundamental elements of psychology as applied to human response to color. Color responses derived from environmental and applied psychology, human physiology, societal/cultural experiences as stimuli are emphasized. Illustrated lectures and applied projects support the learning process.

(prereq: PSY2012 or SYG2000)

## ALL COURSES ARE 3 CREDITS UNLESS OTHERWISE NOTED

Prerequisites may be waived by the Program Chair or Department Director

### Psychology of Drugs and Addiction SOP2332

This course examines the psychological, social, and biological issues involved with substance abuse. In this course, we explore problems associated with abusing substances and their impact on both the individual and society. We take an in-depth look at drugs of abuse, the history of substance use/abuse, prevention, intervention, and treatment.

### Public Relations and Promotion PUR3008C

This course examines the historical development of public relations, showing the principles, methods, and means of influencing public opinion.

(prereq: ENC1102 or ENC1145)

### Publishing Outside the Mainstream GRA4424C

This course explores the theory and practical application skills of the magazine publishing industry. Under the supervision of the instructor, students develop the skills essential to create a magazine from the initial concept and start-up layouts to a final published magazine. Specific attention is given to the principles of design, typography, paper and ink, printing estimating and production delivery as they pertain to the magazine business. Industry-standard page layout software, as well as vector-based and raster-based software packages are utilized.

(prereq: GRA3867C, GRA3224C)

### Purchasing and Product Identification HFT1821

This course is a collaborative exploration of basic principles of purchasing food, equipment, and supplies. Primary focus is on product identification, supplier selection, and the ordering, receiving, storing, and issuing process.

## Q

### Quality Service Management and Training HFT4284

This class examines the role of service in the food service industry and explores how to give quality customer service. Service systems and training programs in quality operations are examined through the use of case studies and hypothetical scenarios. The course covers employee training and development from both a strategic and operational perspective. The class culminates by examining Charlie Trotter's service standards in what is often the best-rated restaurant in the United States.

## R

### Radio Journalism RTV1308

This course emphasizes broadcast news writing concepts. It begins with the mechanics of writing and then adds broadcast style and story construction guidelines. The students then use those techniques to produce actual radio news programs under a deadline.

### Recreational Boat Design IDD3166C

Students research the needs and desires of people who use boating for recreational purposes. A finished concept is presented using the criteria developed in the research.

(prereq: IDD1101C)

### Renovation/ Design IND3018C

This course enables students to investigate the constraints and concerns engendered by the renovation of residential housing. The introduction of new technologies is studied as well as the preservation of valuable architectural details.

(prereq: ARC2461C, IND2017C)

### Renovation/Working Drawings IND3456C

Students produce a comprehensive set of working drawings illustrating demolition as well as new construction.

(prereq: ARC2461C, IND2453C)

### Research Methods in Action SYA3330

Students are introduced to the survey method for conducting research and its many applications in the real world. The course looks at how research is used to determine public opinion and identify trends. Students collect and analyze data and draw conclusions about how to apply their results.

(prereq: ENC1101 and [MGF1115, MAD1104, or MAC1105])

### Residential/ Design IND2013C

This course examines the design of habitat for contemporary man. Students design an interior renovation of a residence and create a set of design presentation boards.

(prereq: IND1405C, IND1024C)

Must see Academic Advisor

### Residential/Working Drawings IND2452C

Students produce a comprehensive set of working drawings emphasizing drawing types relevant to residential design.

(prereq: IND1405C, IND1605C, IND1024C)

Must see Academic Advisor

## S

### Sanitation and Safety FOS1203

This course is an introduction to food and environmental sanitation and safety in a food production area. Attention is focused on food-borne illnesses and their origins and on basic safety procedures followed in the foodservice industry. This course is approved by the Federal Food and Drug Administration [FDA] and is recognized by approx. 95% of state and local jurisdictions that require training or certification. Emphasis is given to foodservice in all areas of the facility, maintenance costs, flow, and production.

### Screen Print Design for Textile Industry CTE4411C

Students develop and implement their own screen print designs from concept to completion, focusing on contemporary industrial requirements. Students develop artwork, make color separations, and produce actual screen prints for their portfolios.

### Scripting/Storyboarding FIL1104C

This course examines the necessary tasks in the production phase of an animation project and explores the creation of graphics, animation, and special effects in film and video. The computer is utilized as a pre-production tool for writing, [treatments, scripts, and storyboard descriptions] creating images, designing storyboards, real-time animations, and combining written and visual formats. A brief history of 2-D and 3-D animation is presented, with videotaped examples of critical evaluation.

(prereq: ART1300C)

### Scriptwriting RTV1100

This course focuses on the planning, storyboarding, and scripting of video, radio, and narrative film. Scripts are developed with an emphasis on characterization, plotting, writing for specific target audiences, messages, and script format.

(prereq: ENC1101)

### Scriptwriting for Games CRW3713

This course covers the creative process of developing and integrating storytelling and character development in games. Topics covered include the distinction between traditional and game specific storytelling, game character archetypes, character triangles and arcs, game settings, game genres, and the intersection of gameplay and story. Students develop original game stories, characters, and concepts, and work in teams to integrate their ideas into a game story treatment, a three-level script, and a game design document.

(prereq: DIG1711C)

### Sculpting ART3716C

A study of the principles, practices, and applications of sculpting the human figure in clay. The course covers armature construction, anatomy structure, modeling the head and bust, and modeling the full figure.

(prereq: ART1331C, ART2378C)

### Sculpting I: Foundations ART2701C

A study of the principles, practices, and applications of sculpting the human figure in clay. The course covers armature construction, anatomy structure, modeling the head and bust, and modeling the full figure.

(prereq: ART1331C)

## ALL COURSES ARE 3 CREDITS UNLESS OTHERWISE NOTED

Prerequisites may be waived by the Program Chair or Department Director

### Sculpting II: Character Design ART3710C

This course focuses on designing and sculpting characters or objects for animation. Attention is given to appropriate proportion and form for an animated character or object. Course assignments include gesture drawing action poses, turnarounds, and the creation of 3D characters or objects.

(prereq: ART2701C)

### Senior Merchandising Project-Development CTE4934C

Senior Project is a three-part course series allowing students to develop and implement their own fashion marketing and merchandising project from concept to completion. In Senior Merchandising Project-Development, students complete the planning portion of their project including objectives, strategies, sourcing and financing.

(prereq: CTE4933)

### Senior Merchandising Project-Planning CTE4933

Senior Project is a three-part course series allowing students to develop and implement their own fashion marketing and merchandising project from concept to completion. In Senior Merchandising Project-Planning, students complete market research, develop concepts, and begin strategic planning for their project.

(prereq: CTE2894C)

### Senior Merchandising Project-Presentation CTE4935C

Senior Project is a three-part course series allowing students to develop and implement their fashion marketing and merchandising project from concept to completion. In Senior Merchandising Project-Presentation, students concentrate on the presentation of their project, presenting it a special Senior Show.

(prereq: CTE4934C)

### Senior Project GRA4953C

Students select an area of design and develop a research project. The course emphasizes quantitative research, scheduling the project, methods of presentation, and qualitative results. Students present and defend a project suitable for professional presentation.

(prereq: completion of 135 credit hours in program)

### Senior Project-Application and Defense CAP4971C

This course is a continuation of the Senior Project-Research and Programming course and the second tier towards completion of a student's portfolio. Students continue to work with an actual client and complete a project that showcases effective use of interface design, programming, videography, photography, object modeling and e-commerce as necessary. Students create the professional Interactive Media solution for the client based on the research and parameters established in CAP4970C that showcases skills learned throughout the program. The project's design incorporates both elements from a client-needs analysis and specified competency requirements from the instructor.

(prereq: CAP4970C)

### Senior Project - Integrated Marketing Campaigns ADV4806

The creation of an integrated marketing campaign is the focus of the class. The student works with a real client developing all facets such as promotion opportunity analysis, branding, creative brief media planning, budgeting, and evaluating results. In the following portfolio class, the student will create all of the advertising components for the integrated media campaign.

(prereq: MAN4871)

### Senior Project-Research and Programming CAP4970C

In this course, students begin their first step toward completion of their graduating portfolio. Students select an area from their specialization to research for their graduate project. The emphasis is on in quantitative and qualitative research, design documentation, project scheduling, budgeting, cost-flow analysis, presentation methods and qualitative results. The student may focus on any one of the following specializations: advertising, interface design, interactive/web programming, videography, photography, virtual reality models, and/or e-commerce.

(prereq: MAR2720 or MAN4871)

### Senior Studio-Concepts CTE4936C

Senior Studio is a three-part course series allowing students to develop and implement their own 6-10 piece garment collection from concept to completion. In Senior Studio-Concepts, students complete market research, develop concepts, and begin sourcing materials for their collection.

(prereq: CTE3533C)

### Senior Studio-Production CTE4938C

Senior Studio is a three-part course series allowing students to develop and implement their own 6-10 piece garment collection from concept to completion. In Senior Studio-Production, students concentrate on the construction of their collection, presenting final garments in a special Senior Show. Students must earn a "C" or higher to exit this course.

(prereq: CTE4937C)

### Senior Studio-Technical CTE4937C

Senior Studio is a three-part course series allowing students to develop and implement their own 6-10 piece garment collection from concept to completion. In Senior Studio-Technical, students complete the technical portion of their designs including technical drawings, specifications, and patternmaking.

(prereq: CTE4936C)

### Sequential Illustration ART3271C

This course introduces students to the use of sequential art & graphic narrative as a dynamic means of storytelling and communication. Both the historical roots and modern trends in visual storytelling are discussed and examined in depth. Students become familiar with and produce works in the various forms of graphic narrative including, comic books, graphic novels, comic strips, and picture books.

(prereq: ART3385C)

### Short Form Media Production RTV3273C

This course explores short-form as a genre of media production and its features in subject matter and style. Students learn to produce short-form news, information, and dramatic content.

(offered WI & SU quarters)

(prereq: RTV3203C)

### Signs, Symbols, & Ciphers GRA2192C

Students examine and create signs and symbols, marks, gestures, and words that represent abstract ideas and concrete images. Students explore the use of symbols in art and communication. Additionally, students study the history of symbolism.

(prereq: GRA1852C)

### Social Awareness in Design GRA3179C

Students explore graphic design as a communication art. Produce socially aware products that pinpoint two sides of a controversial argument based on contemporary and historical research, reflect on the purpose and influence of graphic design and advertising as communication mediums, and examine the role of graphic design as demonstrated through historical propaganda and sociopolitical injustice. Additionally, students study the relationship graphic design has with advertising and how advertising influences domestic and foreign economies, policies, and social structures.

(prereq: GRA2125C)

### Society and Sexuality SYD3800

Students explore the sociological perspective on human sexuality (as opposed to the biological or the psychological explanation). The course discusses contemporary controversies regarding sexual issues, i.e., viewpoints on norms, pop psychology, culture, research methods, communication skills, therapeutic approaches, diseases, and the commercialization of sex.

(prereq: [SYG2000 or PSY2012] and SPC1017)

## ALL COURSES ARE 3 CREDITS UNLESS OTHERWISE NOTED

Prerequisites may be waived by the Program Chair or Department Director

### Sociology of Marriage and Family SYO3100

This course introduces students to the general theories on marriage and family relations in the U.S. and other countries. Special emphasis is placed on the role of women around the world within the context of marriage and family.

(prereq: PSY2012 or SYG2000)

### Sociology of Race and Ethnicity SYD3704

Students study the sociological perspective in minority-majority relations, assimilation ideologies, dynamics of prejudice and discrimination as well as biological, historical, and sociological explanations of ethnicity. Emphasis is placed on the definition and understanding of how race and ethnicity are constructed, the importance of culture, and the experiences of various racial and ethnic groups.

(prereq: PSY2012 or SYG2000)

### Special Effects and Imaging Techniques PGY4815C

Students continue to implement previously learned imaging techniques and apply their visual communication skills through the application of sophisticated special effects. They research, analyze, and plan visual solutions to challenges associated with imaging projects using a variety of software and analog technology.

(prereq: PGY3808C)

### Specialized Patternmaking CTE2747C

This course reinforces students' understanding of the art of draping patternmaking and diverse methods the industry uses to create production patterns. Analytical thinking and hands-on class experiences strengthen students' skills, enabling them to expand on their creativity and provide proper fit to their creations.

(prereq: CTE2772C)

### Specialty Illustration ART3270C

Students explore and execute descriptive representational art applied to subject matter such as technical, scientific, medical, and legal illustration.

(prereq: ART2251C)

### Specifications IND3480

This course introduces the student to the use of attribute data extraction for use in preparation of various types of specifications including preliminary project descriptions, outline specifications, and full traditional specifications. The course focuses on architectural finishes, including materials such as doors, tile, paint, carpet, gypsum systems, furniture, lighting, and acoustics.

(prereq: ARC2461C)

### Store Planning MKA3101C

Students implement and evaluate the elements that combine to make a successful store layout: traffic patterns, furnishings, fixtures, and security.

(prereq: MKA2100C and CTE2810)

### Storyboarding for Animation DIG4544C

This course plans the necessary tasks in the storytelling phase of an animation project. Students improve artistic skills for creating characters, designing scene layouts, and balanced color compositions. The pitch process is also analyzed to sell one's storyboard idea.

(prereq: FIL1104C)

### Strategic Management MAN4871

This course focuses on the management strategies designed to integrate the basic disciplines of business through case analysis and other methods. The course also helps students discover how to establish goals based on long-term and short-term strengths, weaknesses, opportunities, and threats.

(prereq: MAR2612)

### Strategic Merchandise Management CTE3865C

An advanced course in the study of stock control and managing open-to-buys which provides a practicum in buying and in utilizing computer spreadsheets for data analysis.

(prereq: CTE2827C)

### Structural Design IDD3300C

This course introduces the student to the principles and application of structure as they relate to the design of products, packaging, displays, and facilities via mock-ups in foam, cardboard, and wood. (offered WI & SU quarters)

(prereq: IDD1200C)

### Structural Systems ARC2461C

This course studies how buildings are framed in wood, steel, or concrete and how finishes are selected and applied.

(prereq: IND1405C)

### Super Yacht Design IDD3173C

This course looks at the special considerations for the design of yachts of more than 100 feet. Students review the 'state of the art' for large vessels and then develop a concept using the criteria established.

(prereq: IDD1101C)

### Survey of Architecture IND3104

Students learn the historical evolution of architecture and how architectural forms are affected by materials, religion, government, technology, and weather.

### Survey of Caribbean Literature LIT2190

Survey of Caribbean literature is a broad survey course that includes Caribbean and Caribbean-American authors connected by the colonial experience. Students will study writers who write in English, or whose works have been translated into English, from the 17th century to the present in terms of their critical, social, political, and historic contexts.

(prereq: ENC1101)

### Survey of Photography PGY1050

This course is designed as an overview of the history of photography and current trends in the industry, including specialty fields available to professional photographers. Students begin to explore the selection of their own areas of interest.

(prereq: PGY1806C)

### Survey of the Fashion Industry MKA1402

An overview of the fashion industry including design, production, and marketing of consumer goods, from the development of fibers and fabrics to the strategies of fashion merchandisers and retailers.

### Survey of World Literature LIT2100

A study of literature across the globe.

(prereq: ENC1101)

### Sustainable (Green) Design IND3623C

This course will examine the performance and value of green building materials as well as their environmental benefit.

(prereq: IND3935, IND3480, & IND3424C)

### Swimwear Design CTE2770C

Students research and analyze the swimwear market, creating a line from concept to garment production.

(prereq: CTE1741C)

## T

### Tariff, Trade, and Resourcing CTE3464

Students examine basic policies of import/export trade regulations, tariff laws, and the enforcement of quotas. Current world trade disputes and U.S. import/export policies are studied from the perspective of the manufacturer and retailer.

(prereq: ECO2013, MAR3156)

### Team Effectiveness SPC1017

Students study the required communication skills for effective discussion to achieve positive outcomes within formal and informal groups. This course focuses on problem solving, decision making, leadership, and interpersonal communication within small groups.

### Team Media Production RTV4227C

Students work in teams to plan, design, develop, and execute media production projects. Guided by an instructor, students set up realistic production goals and work toward full achievement of multi-camera and multi-source productions. The course emphasizes live production techniques.

(prereq: RTV3262C or DIG3346C)

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Prerequisites may be waived by the Program Chair or Department Director

### Technical Design CTE4746C

This course focuses on the principles of grading patterns to achieve size variations. Students develop a grade table based on specifications and practice their application to different size scale categories. Both manual and computer techniques are used. (prereq: CTE3533C)

### Technical Drawing for Fashion CTE1730C

This course covers manual, mechanical, and technical sketching with an emphasis on flat garment drawing for specification sheets. (prereq: CTE1313C, CTE1732C)

### Television Journalism RTV2300C

This course emphasizes basic TV reporting. Students are responsible for the day-to-day operation of a TV news department, ranging from planning stories, wardrobe, vocal techniques, and story presentation. Assignments focus on basic news coverage and reporting skills and on producing and presenting information in an unbiased way. (offered WI & SU quarters) (prereq: RTV1308)

### Television Studio Production RTV2248C

This course focuses on the theoretical as well as technical aspects of news or magazine format television production and production segments. The study of video production in the studio takes previously learned skills and applies them in a controlled environment. (prereq: RTV1241C)

### Textile and Apparel Design CTE3533C

Through a variety of in-depth research and analysis, students make appropriate selections of silhouettes, fabrications, colors, details, and findings. In addition, students explore various presentation methods appropriate for their chosen collection. (prereq: CTE2765C)

### Textile Surface Design CTE3412C

This course explores textile design as related to the garment, textile, and home furnishing industry. In this laboratory course, students develop and implement designs using a variety of dyeing and painting techniques. (prereq: CTE2893C)

### Textiles IND1426C

This course familiarizes students with soft materials used in interiors, including: upholstery, carpeting, window treatments, sources, and proper application of these materials from a technical as well as aesthetic approach. The study of texture, fibers, yarns, design, and finishes is also covered.

### Texturing for Games DIG2790C

In this course students develop and refine competencies in texture creation techniques specific to gaming applications. Focus is placed on the correlation between reality and computer rendition, stressing the disparity between real texture and facsimile of artificial texture to set mood. (prereq: GRA1106C or ART1211C)

### Texturing/Lighting for Gaming DIG3792C

This course develops and refines competencies in texture mapping and lighting techniques used in making video games. Emphasis is placed on creating the illusion of high detail with low polygon models. The student is also exposed to the limitations of lighting for video games and alternative techniques used to compensate for these limitations. (prereq: DIG2791C)

### The Business of Photography PGY2321

In this course students study the basic concepts of running a photographic-related business. Emphasis is placed on legal and pricing aspects that are peculiar to the photographic industry. (prereq: PGY1050 and [MAD1104 or MGF1211 or MAC1105])

### The Short Story LIT1020

Students examine elements of the short story. Students are introduced to structural components of the short story including plot, setting, characterization, symbols, point of view, and theme. (prereq: ENC1101)

### Theatre Appreciation THE2000

This course introduces students to the historical and technical components of the performing arts. Students examine the elements critical to an effective production and the aesthetics, background, and origins of those elements.

### Thesis/ Design IND4970C

Students select, research, and develop their thesis project. The project allows students to use all previously acquired skills to fully express themselves both verbally and graphically. (prereq: IND3456C, IND3018C, IND4457C, IND4230C)

### Thesis/ Working Drawings Development IND4975C

This course develops and completes Thesis/Working Drawings. (prereq: IND4974C)

### Thesis/Design Development IND4972C

Students continue and complete the development of their selected thesis project. (prereq: IND4970C)

### Thesis/Working Drawings IND4974C

Students select their major project in either residential or non-residential design. A comprehensive set of construction documents are developed for the selected building type. (prereq: IND4457C, IND4230C)

### Three-Dimensional Effects DIG3392C

This course focuses on creating digital effects for TV and film. Topics covered are modeling, lighting, texturing, dynamics, particles, and particle systems. (prereq: ART2626C or DIG4383C)

### Topics for Composition ENC1145

This course develops the student's expository and argumentative writing skills. Students are required to think creatively and critically about a specific topic selected by the instructor and then incorporate such ideas into various writing assignments. (prereq: ENC1101C)

### Traditional Design IND3225C

This course is an in-depth study of a traditional period and the socio-economic influences that gave rise to the style, proportions, details, colors, and materials that make it recognizable and distinct. This study incorporates a rendered project. (prereq: IND2102, IND2162, IND2017C)

### Traditional Illustration Studio ART4255C

Through the use of traditional media, students produce industry quality illustrations. Students also develop an individual illustration style through the use of studio set-ups, photography and model sessions. (prereq: ART3270C, ART3271C)

### Transfer Credit - Humanities Elective IDS2993

This course number and prefix indicate the award of prior learning credit in Humanities. This course is repeatable up to 12 credits.

### Transfer Credit - English/Literature Elective IDS2991

This course number and prefix indicate the award of prior learning credit in English or Literature. This course is repeatable up to 12 credits.

### Transfer Credit - Program Elective IDS2996

This course number and prefix indicate the award of prior learning credit in a program area. (prereq: approval of program Chair)

### Transfer Credit - Mathematics/Computer Science Elective IDS2990

This course number and prefix indicate the award of prior learning credit in Mathematics or Computer Science. This course is repeatable up to 12 credits.

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### Transfer Credit - Science Elective IDS2994

This course number and prefix indicate the award of prior learning credit in Science. This course is repeatable up to 12 credits.

### Transfer Credit - Social Science Elective IDS2992

This course number and prefix indicate the award of prior learning credit in Social Science. This course is repeatable up to 12 credits.

### Transfer Credit - Theater/Performing Arts Elective IDS2995

This course number and prefix indicate the award of prior learning credit in Theater or Performing Arts. This course is repeatable up to 12 credits.

### Trends & Concepts in Apparel CTE1600

This course offers a comprehensive study of trend forecasting, demographics, and social issues that affect fashion and related industries. Students analyze the importance of clothing with an emphasis on the twentieth century period.

(prereq: MKA1402)

### Typography GRA1853C

The focus of this course is the application of historical and digitally current trends in typography within the context of symbolic communication. The use of type in relation to graphic design elements is explored.

(prereq: DIG1132C or GRA1120C or GRA2130C)  
(coreq: GRA1852C)

## V

### VFX Fundamentals DIG3307C

This course explores basic techniques in digital compositing. Compositing techniques such as alpha mattes, blending modes, color correction, keying, roto-scoping, procedural matte extraction, and multi-pass rendering are explored.

(prereq: GRA1762C)

### Video Producing and Directing RTV3203C

The course focuses on creative and aesthetic concerns as well as technical skills a producer and director need to function successfully in video production. Students undertake individual and group projects that explore production budgeting, location scouting, equipment planning, permits, and other critical pre-production and production methods. Documentaries, commercials, and corporate projects are scripted, shot, and edited to completion.

(prereq: FIL2553C, RTV3262)

### Video Production Portfolio FIL2970C

Students compile their written and visual pieces into a final portfolio. They complete the shooting, editing, audio mixing, and integration of graphic elements and special effects for their video projects. Emphasis is placed on the creative and professional packaging of their portfolios.

(prereq: FIL2950C)

### Video Production Portfolio Preparation FIL2950C

This course explores client-based production from idea conception to shooting of the project. Special emphasis is placed on professional conduct as well as on the application of high-end professional video production techniques.

### Videography RTV2245C

This course introduces the student to the video camera as a technical and creative tool for communication. Students recognize the principles of visual design for motion pictures, develop their ability to evaluate the visual potential of locations, interpret the technical requirements of motion picture photography, and operate professional video cameras.

### Virtual Garment Making CTE4124C

This course explores the realm of 3D virtual reality fashion design using digital and emerging technologies with a focus on elements that form the basis of three-dimensional design. It focuses on developing these concepts as a means of expressing ideas as well as the terminology used in describing them.

(prereq: CTE2756C)

### Visual Effects Portfolio Development DIG4952C

This course continues the refinement of the student's digital portfolio. Students focus on meeting digital portfolio requirements and showcasing their individual strengths and areas of specialization. Students apply time-management, technical, and artistic skills to complete a final video.

(prereq: DIG4951C)

### Visual Effects Portfolio Preparation DIG4951C

Students create treatments, scripts, storyboards, and shooting schedules for the acquisition of source material for their final portfolio.

(prereq: completion of 135 credit hours In program)

### Visual Effects Portfolio Presentation DIG4958C

Students compile the digital portion of their portfolio to assess its strengths and weaknesses, to correct those weaknesses, and to augment the student's strengths to produce a professional demo. The student applies time- and resource-management principles to the development and production of visual special effects projects.

(prereq: DIG4952C)

### Visual Merchandising MKA2100C

Students develop creative merchandise presentations to strengthen brand image and build sales of merchandise.

### Watercolor ART2540C

Students concentrate on the creative exploration of watercolor techniques and media with an emphasis on composition.

(prereq: ART1201C, ART1300C)

### Weather and Climate MET1001

An introductory course on weather patterns and the climate and an introduction to the atmosphere of the earth.

### Web Animation DIG3308C

This course develops familiarity and skill in applying animation to the internet. Students move from the level of the creation of web projects with HTML and web editors through the addition of motion graphics to those projects.

(prereq: GRA2854C, CGS1160C)

### Web Broadcasting Design & Delivery RTV4280C

This course addresses the end part of media production — delivery and distribution. Students explore a variety of media delivery methods and systems and determine the advantages and limitations of each. They also examine the relationship between delivery systems and distribution methods and evaluate the relative efficiency, cost, and effectiveness of each.

(prereq: MMC3008C)

### Web Imaging Technology DIG3773C

This course focuses on digital panoramics and the immersive environment of virtual reality. The student studies the photographic steps to create 360-degree digital photo panoramic and object movies. Through the use of different types of software, the student develops a world that includes virtual walk through, sounds and music, video, images, photos, and object movies.

(prereq: [PGY1892C or PGY1801C or PGY2803C] or PGY1800C)

### Web Marketing MAR2720

This course focuses primarily on marketing on the web, addressing the elements and requirements of information distribution, advertising or sales in the Interactive Media medium. Students study how to use traditional marketing theories and strategies as well as how to modify those strategies for utilization within the demands and opportunities unique to the Web.

### Wedding and Event Photography PGY3229

This course is an exploration of the history, current trends, and photographic techniques utilized in wedding and social-event photography. This is accomplished by lecture, demonstration, guest speakers, and field trips. Students observe at least two actual weddings (or one wedding and one Bar Mitzvah).

(prereq: PGY2321)

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Prerequisites may be waived by the Program Chair or Department Director

**Working In America SYO3370**

Students take a realistic look at and critical evaluation of working life in the United States from a sociological perspective. Possible topics include racism, sexism and homophobia at work, unemployment, job dissatisfaction, workplace violence, stress, and small business ownership.

(prereq: SYG2000 or PSY2012)

**World Cuisines FSS2746C**

This course emphasizes both the influences and ingredients that create the unique character of selected International cuisines. Students prepare, taste, serve, and evaluate traditional, regional dishes of Europe, Africa, the Mediterranean, and Latin America. Importance is placed on ingredients, flavor profiles, preparations, and techniques representative of these cuisines.

**Writing for Interactive Media RTV210C**

This is a specialized writing course for interactive design production. Students identify the requirements of different types of writing and the unique characteristics and techniques of interactive media writing. Students examine how various forms of media work together to reach audiences. Students further explore how to use interactive media to express ideas. These techniques are then applied to various forms of interactive media.

(prereq: ENC1145 or ENC1102 or LIT1020C)

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