



## Davis Applied Technology College

A UCAT Campus  
550 E 300 S, Kaysville 84037  
Phone: 593-2500



### Course Descriptions - Web and Graphic Design Catalog Year: 2012

#### DRFT 1015 Basic Computer Aided Drafting - 90 Hours

This course includes an introduction to the use of computer aided drafting software and hardware. Students will identify and configure both CAD software and CAD workstation hardware. Students will further utilize the Cartesian coordinate system to assist in the development and modification of CAD drawings to plot the finished drawings, as needed.

#### DRFT 1075 3D Parametric Solid Modeling - 90 Hours

This course includes creating three dimensional assemblies using constrained extrudes, lofts and sweeps on appropriate sketching planes in order to develop a complete set of working drawings from a three dimensional model.

#### FUND 0050 Keyboarding Skills - 90 Hours

This course covers an introduction to the QWERTY keyboard, correct finger placement, and keyboarding techniques. Students will learn to touch type as they complete drills and timed writings. Through practicepractice, students will increase their typing speed and accuracy on a computer keyboard.

#### FUND 0065 Computer Skills - 30 Hours

Students will learn beginner computer skills in a Windows XP environment. Topics include starting a computer, using a mouse, launching programs, creating, saving and printing documents, surfing the World Wide Web and sending email.

#### FUND 0070 Spelling Skills - 30 Hours

Students will improve their spelling skills by learning and using phonics and common spelling rules.

#### FUND 0075 Language Skills - 90 Hours

In this course students will practice and improve their language and writing skills and will gain an understanding of the English language and its correct use in written communication. Topics include sentence structure, parts of speech, grammar and punctuation rules in addition to extending these rules to sentences and paragraphs.

#### FUND 0080 Reading Skills - 90 Hours

This course will provide students with a foundation in reading skills, build vocabulary, and will provide practice recalling and interpreting information.

#### FUND 0085 Math Skills - 60 Hours

In this course students will learn to perform all four basic math operations accurately with whole numbers, fractions and decimals. Students will also be introduced to percentage and converting between fractions, decimals and percents.

#### FUND 0090 Study Skills - 30 Hours

Students will learn to use effective study habits and strategies for remembering information found in their textbooks and heard in class lectures. Students will also learn to use a strategy for reading and taking notes from textbooks, in class, and learn effective strategies for taking the five types of tests most frequently given by teachers.

### **FUND 0091 Davis School District Technical Tutoring - 250 Hours**

Technical tutoring provides designated high school students with individual tracking to improve student success in Davis Applied Technology College courses. Students are provided assistance in study skills, test preparation as well as review of student progress and attendance.

### **MATH 1000 Math I - 60 Hours**

This course offers an introduction to basic mathematics using mathematical concepts that can be applied to everyday life. Topics include fractions, decimals, ratios, proportions, conversions, averages and percentages. Prerequisites: TABE Computation score of 570 or higher or FUND 0085 Computational Math Skills.

### **MATH 1000\_ Math I (Program Based) - 60 Hours**

This course offers an introduction to basic mathematics using mathematical concepts that can be applied to everyday life. Topics include fractions, decimals, ratios, proportions, conversions, averages and percentages. Prerequisites: TABE Computation score of 570 or higher or FUND 0085 Computational Math Skills

### **WGDC 1001 Computer Basics - 90 Hours**

This course provides students with a fundamental understanding of computing including the knowledge and use of computer hardware, software, and operating systems. The course will cover basic use and common features of applications (word processing, spreadsheet, presentation, and database) including Internet use and e-mail. This course will prepare students to take Certiport IC3 Certification exam.

### **WGDC 1002 Mac Computer Basics - 90 Hours**

This course is designed to teach the basic skills of how to use the Mac OS X Graphical User Interface to open files, folders, and applications; how to copy, save and find files; and how to use Microsoft Office applications for Mac OS X such as Word, Excel, and PowerPoint. This course teaches the basic skills of how to access the Internet, how to browse and search the World Wide Web, how to set up an email account, and organize the address book and schedule.

### **WGDC 1010 Media Design Introduction - 90 Hours**

This course is designed to introduce the student to the concept of multimedia including an understanding of the elements that make up multimedia – text, graphics, animation, sound, videos, and virtual reality and the interactive features. The various applications of multimedia will be covered, including entertainment, education, business and presentations. In addition, students will gain an understanding of the computer systems used to develop and play back multimedia applications. Guidance of safe practice while working with computers from OSHA (the Occupational Safety and Health Administration of the United States) will be included.

### **WGDC 1021 Graphic Design Applications I: Adobe Photoshop CS5 - 90 Hours**

This course provides an introduction to Adobe Photoshop CS5 including the fundamental features for image editing and graphic design in addition to the more advanced skills.

### **WGDC 1030 Design Principles - 120 Hours**

This course teaches the simple principles of good design and the logic behind those principles. Students will learn the four principles of design that underlie every design project along with specific tips on designing newsletters, brochures, flyers, and other projects. Students will learn how to work with information, message, and style to create an interactive document that communicates successfully.

### **WGDC 1050 Media Ethics and Law - 30 Hours**

Information technology has revolutionized the way we conduct business. This has created many unforeseen circumstances that necessitate new legal and ethical considerations. Important issues like privacy, free speech, and protection of intellectual property have taken on new meaning and significance in the information age. This course is intended to help deal with those circumstances that could lead to legal or ethical complications.

### **WGDC 1090 Technical Communication - 90 Hours**

In this course, students will learn technical communication, the ethical and legal considerations, the writing process and how to write collaboratively. Students will also learn how to plan the document, develop the textual and visual elements of the documents through technical communication applications.

### **WGDC 2100 Web Design Fundamentals: HTML - 90 Hours**

This course covers web design creation and publication to the Internet including areas such as basic HTML, HTML forms, HTML graphics, and HTML editors, publishing to the Internet and basic web design and graphic layout principles.

### **WGDC 2100 Web Design Fundamentals: HTML - 90 Hours**

This course covers web design creation and publication to the Internet including areas such as basic HTML, HTML forms, HTML graphics, and HTML editors, publishing to the Internet and basic web design and graphic layout principles.

### **WGDC 2100 Web Design Fundamentals: HTML - 90 Hours**

This course covers web design creation and publication to the Internet including areas such as basic HTML, HTML forms, HTML graphics, and HTML editors, publishing to the Internet and basic web design and graphic layout principles.

### **WGDC 2101 Web Design Principles - 90 Hours**

During this course, students will learn how to use HTML5 for a variety of web design needs including the design process and decisions a web designer must make in a standards-based development process. Course content includes how to effectively use graphics, typography, and color to create web pages for portable websites and build user-focused navigation to help web users locate content. In addition, CSS layout techniques to build fixed or flexible page layouts along with site planning and site design principles is covered.

### **WGDC 2111 Web Design Authoring I: Adobe Dreamweaver CS5 - 120 Hours**

During this course students will learn how to use the industry web authoring program Adobe Dreamweaver CS5 to create websites. In addition, students will learn how to use Adobe Fireworks CS5 to create, edit, or revise graphics and designs in a website.

### **WGDC 2111 Web Design Authoring I: Adobe Dreamweaver CS5 - 120 Hours**

During this course students will learn how to use the industry web authoring program Adobe Dreamweaver CS5 to create websites. In addition, students will learn how to use Adobe Fireworks CS5 to create, edit, or revise graphics and designs in a website.

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During this course students will learn how to use the industry web authoring program Adobe Dreamweaver CS5 to create websites. In addition, students will learn how to use Adobe Fireworks CS5 to create, edit, or revise graphics and designs in a website.

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### **WGDC 2111 Web Design Authoring I: Adobe Dreamweaver CS5 - 120 Hours**

During this course students will learn how to use the industry web authoring program Adobe Dreamweaver CS5 to create websites. In addition, students will learn how to use Adobe Fireworks CS5 to create, edit, or revise graphics and designs in a website.

### **WGDC 2120 Web Design Authoring II: Microsoft Expression Web Professional - 90 Hours**

This course teaches the web authoring software – Microsoft Web Expression - that allows web pages to be created like a desktop publishing program and provides the power and features to produce professional websites that are dynamic and interactive and the web site managing tools.

### **WGDC 2120 Web Design Authoring II: Microsoft Expression Web Professional - 90 Hours**

This course teaches the web authoring software – Microsoft Web Expression - that allows web pages to be created like a desktop publishing program and provides the power and features to produce professional websites that are dynamic and interactive and the web site managing tools.

### **WGDC 2141 Web Design Animation: Adobe Flash CS5 - 90 Hours**

This course introduces the student to the industry web animation program Adobe Flash CS5 to create digital animations and websites that are rich with video, sound, graphics and animation. Working with ActionScript 3.0 to create interactive experiences for the web, ranging from banners and interactive menus to a complete website is included in the course content.

### **WGDC 2141 Web Design Animation: Adobe Flash CS5 - 90 Hours**

This course introduces the student to the industry web animation program Adobe Flash CS5 to create digital animations and websites that are rich with video, sound, graphics and animation. Working with ActionScript 3.0 to create interactive experiences for the web, ranging from banners and interactive menus to a complete website is included in the course content.

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### **WGDC 2150 Web Site Usability Analysis - 90 Hours**

This course teaches the skills to analyze a website. Students will learn how to analyze the key components of a web page and web site, evaluate a website for efficiency of design, ease of maintenance, and overall effectiveness, analyze and evaluate the e-commerce aspects of a website, determine how search engine friendly a website is and analyze and evaluate web traffic and use it to improve a website.

### **WGDC 2150 Web Site Usability Analysis - 90 Hours**

This course teaches the skills to analyze a website. Students will learn how to analyze the key components of a web page and web site, evaluate a website for efficiency of design, ease of maintenance, and overall effectiveness, analyze and evaluate the e-commerce aspects of a website, determine how search engine friendly a website is and analyze and evaluate web traffic and use it to improve a website.

### **WGDC 2160 Web Design Project Planning and Management - 90 Hours**

This course provides an overview of the technologies and the business and design issues that affect a website. It presents processes and techniques used to determine and plan the site requirements prior to beginning the site design process. It also introduces the various facets of personal and team responsibilities attendant to the creation of an effective website.

### **WGDC 2160 Web Design Project Planning and Management - 90 Hours**

This course provides an overview of the technologies and the business and design issues that affect a website. It presents processes and techniques used to determine and plan the site requirements prior to beginning the site design process. It also introduces the various facets of personal and team responsibilities attendant to the creation of an effective website.

### **WGDC 2165 eCommerce Developer I - 90 Hours**

This course focuses on standards, technologies and practices for both business-to-business and business-to-consumer e-commerce models. It addresses relationships among marketing, promotion, customer service, user interaction, purchasing methods and secures transactions by using SSL and SET, payment gateways, inventory control, shipping and order information and site performance testing and evaluation. This course will prepare students to take the Certified Internet Webmaster (CIW) e-Commerce Designer (1D0-425) Exam. Upon passing the exam, students will be awarded a CIW Professional Certificate.

### **WGDC 2165 eCommerce Developer I - 90 Hours**

This course focuses on standards, technologies and practices for both business-to-business and business-to-consumer e-commerce models. It addresses relationships among marketing, promotion, customer service, user interaction, purchasing methods and secures transactions by using SSL and SET, payment gateways, inventory control, shipping and order information and site performance testing and evaluation. This course will prepare students to take the Certified Internet Webmaster (CIW) e-Commerce Designer (1D0-425) Exam. Upon passing the exam, students will be awarded a CIW Professional Certificate.

### **WGDC 2166 eCommerce Developer II - 90 Hours**

This course teaches students how to use the appropriate tools and methods to build an audience and explains how companies use different social media applications to earn revenue. This course also teaches the strategies used to drive traffic to a site, the tools that are available to keep audiences coming back, the role marketing plays in the building a successful website, and the methods to analyze traffic and measure site success.

### **WGDC 2166 eCommerce Developer II - 90 Hours**

This course teaches students how to use the appropriate tools and methods to build an audience and explains how companies use different social media applications to earn revenue. This course also teaches the strategies used to drive traffic to a site, the tools that are available to keep audiences coming back, the role marketing plays in the building a successful website, and the methods to analyze traffic and measure site success.

### **WGDC 2170 Electronic Portfolio - 120 Hours**

The goal of this course is to guide students in putting together an electronic version of their portfolio. The assignments are designed to give students additional material for their portfolio. When finished, students will have created a complete marketing package to display their work on the Web and via CD ROM.

### **WGDC 2171 Search Engine Optimization - 90 Hours**

This course covers the techniques of search engine optimization. Through step-by-step instructions, the student will learn how to identify a target audience, how to define and configure meta tags, how to submit a website to the search engines, how to add a local business listing, how to write effective content, build communities with blogs and forums, and use Google Analytics. In addition, students will be taught how to gain exposure through social media, how to create pay-per-click campaigns, how to maximize the use of other search engines, and how to monetize traffic on a site.

### **WGDC 2172 Mobile Design and Development - 90 Hours**

This course introduces the principles of mobile web design and development along with the mobile technologies. Students will learn how to create effective and rich experiences for mobile browsers, create offline applications or widgets that will be installed in the devices' applications menu.

### **WGDC 2173 Design with WordPress - 90 Hours**

This course introduces the use of WordPress to provide the tools needed to build a well-designed, effective blog or website. The basic features of WordPress are included in addition to advanced concepts such as search engine optimization, categorization capabilities, and social media promotion strategies.

### **WGDC 2180 Web Designer Final Project - 90 Hours**

This is an advanced course in web design using appropriate software and effective design techniques. Students, with instructor approval, may design and produce web design projects of their choice. Final products are designed so they can be put forward in proposal form or in a portfolio format.

### **WGDC 2190 Internet Technology - 90 Hours**

This course includes basic Internet technologies, web authoring and networking. Students learn how to use key Internet technologies, such as email, newsgroups, FTP, Telnet and search engines. Students gain experience configuring browsers to access rich multimedia. Students use a variety of Web-based search engines to conduct advanced searches and learn the basics of electronic commerce and security issues. Students gain experience developing web pages in a text editor and a GUI interface. Students also learn how to use Cascading Style Sheets (CSS) and study the basics of XHTML, JavaScript, DHTML and DOM. Finally, students learn about network architecture and standards, networking protocols, TCP/IP, Internet servers, server side scripting, database connectivity and network security. This course prepares students for the CIW (Certified Internet Webmaster) Associate Certification exam - (CIW)v5 Foundation exam (1D0-510).

### **WGDC 2190 Internet Technology - 90 Hours**

This course includes basic Internet technologies, web authoring and networking. Students learn how to use key Internet technologies, such as email, newsgroups, FTP, Telnet and search engines. Students gain experience configuring browsers to access rich multimedia. Students use a variety of Web-based search engines to conduct advanced searches and learn the basics of electronic commerce and security issues. Students gain experience developing web pages in a text editor and a GUI interface. Students also learn how to use Cascading Style Sheets (CSS) and study the basics of XHTML, JavaScript, DHTML and DOM. Finally, students learn about network architecture and standards, networking protocols, TCP/IP, Internet servers, server side scripting, database connectivity and network security. This course prepares students for the CIW (Certified Internet Webmaster) Associate Certification exam - (CIW)v5 Foundation exam (1D0-510).

### **WGDC 2205 Interactive Media Scripting I - 90 Hours**

This course provides essential training for interactive scripting languages that supports authoring software programs such as Adobe Flash. Students will learn to use ActionScript as a tool to create powerful, compelling, and highly interactive digital content for the web.

### **WGDC 2210 Web Developer Final Project - 90 Hours**

This is an advanced course in web development using appropriate software and effective techniques. Students, with instructor approval, may design and produce web developing projects of their choice. Final products are designed so they can be put forward in proposal form or in a portfolio format.

### **WGDC 2220 Web Programming Introduction - 120 Hours**

This course provides students with a thorough overview of various key web development topics. It focuses on exposing the student to web applications that are dynamic, data-driven, and interactive. It introduces languages such as XML, VB.NET, ADO.NET, C#, CGI/PERL, Java, JSP, PHP, ColdFusion MX and web database related applications such as Access, SQL and complementary tools needed to compete in the workforce.

### **WGDC 2230 Web Application Programming I: Javascript - 120 Hours**

This course is designed to teach basic JavaScript programming concepts along with the syntax to implement them. It provides the techniques to build web applications with a deeper understanding of the concepts used in web programming with JavaScript. In addition, students will gain the knowledge of creating and modifying simple JavaScript language applications and the tools to create more complex applications. After completing this course, students will be able to use JavaScript to build professional quality, dynamic websites.

### **WGDC 2240 Web Application Programming II: PHP - 120 Hours**

This course teaches the concept and skills of using server-side scripting language—Hypertext Preprocessor (PHP) to create web applications. Students will learn how to write dynamically generated web pages and the common uses of PHP.

### **WGDC 2245 Web Application Programming III: ColdFusion - 120 Hours**

This course teaches students how to use ColdFusion to create cutting-edge web-based applications. Students will learn how to create dynamic, data-driven web pages and to publish or collect data from a database. Students will be introduced to the concepts of creating dynamic websites by using the ColdFusion Markup Language (CFML) and the skills of creating real-world applications that solve real-world problems.

### **WGDC 2250 Dynamic HTML - 90 Hours**

This course teaches the most important topics of Dynamic HTML, including working with dynamic layout and content, adding special effects, controlling mouse and keyboard events and creating new windows and frames.

### **WGDC 2255 Web Application Programming IV: XML - 120 Hours**

This course teaches students XML using a simple text editor and web browsers to view the completed document. Students will learn to work with different XML vocabularies including XHTML, MathML, and RSS; to validate XML documents using DTDs and schemas; to use CSS, XSLT, and XPath to transform XML documents into a variety of output formats; and to work with Document Object Model.

### **WGDC 2260 Web Database I: Microsoft Access - 90 Hours**

This course is designed to teach Microsoft database application - Access - with a focus on integration with the web and other Microsoft Office applications. Students will learn to use this application to create, modify, and update a database, to query a database, and to create forms and reports. Students will learn how to integrate database with the web and other programs along with some advanced database techniques such as action queries, relationships, macro creation, switchboards, managing and securing a database. This course meets certification requirements for the Microsoft Office Access 2007 exam.

### **WGDC 2265 Web Application Programming V: CGI/Perl - 120 Hours**

This course is designed to teach students the skills and knowledge to create interactive web pages that provide customized data in response to visitor requests or collect data from site visitors. Students will learn to create, modify, and debug CGI scripts using the Perl language. Students will also learn to add functionality to web pages using features such as hyperlinks, forms, data files, and databases. The other features that will add the power to create truly interactive web application such as subroutines, string manipulation, cookies, hidden fields, and redirects are also covered in this course. This course will prepare students to take the CIW professional certification exam for Web Languages. This exam will count towards the CIW Master Certificate of Web Site Manager or Enterprise Developer.

### **WGDC 2270 Web Database II: SQL/MySQL - 90 Hours**

This course teaches the concept of the open source database MySQL with the implementation of the popular computer language - Structured Query Language (SQL). Students will learn how to use the SQL language within MySQL in the real-world context of running cases along with the modern database design techniques.

### **WGDC 2300 Desktop Publishing Fundamentals - 90 Hours**

This is an essential course for anyone looking for jobs in printing companies or pre-press service bureaus. Students will learn the fundamentals of desktop publishing design and layout, and detailed use of at least one major digital publishing software package to create professional quality documents, including stationary, business cards, advertisements, brochures, newsletters, manuals, and other printed materials. Students will learn the fundamental desktop publishing techniques by using Microsoft Publisher.

### **WGDC 2321 Desktop Publishing Applications I: Adobe InDesign CS5 - 90 Hours**

Students will begin with the basic features of the software—working with tools and palettes, and the placement of graphics and text. More in-depth specific subjects such as the work environment, setting new documents with master pages, working with colors and gradients, importing and linking graphics, drawing with vectors, adjusting typography, editing text, creating tables, working with XML, exporting to PDF and color management will be included. In addition, transparencies, blending modes, feathered edges and drop shadows will be introduced.

### **WGDC 2330 Desktop Publishing Applications II: QuarkXpress 7 - 90 Hours**

This course is designed to teach skills for creating document layouts that are ready for printing and web distribution using leading industry publishing software such as QuarkXPress. Students will learn the processes and techniques to produce a broad array of stunning print and online documents through a step-by-step approach. New web publishing features such XML rollovers, hyperlinks, and meta tags; and tools for high-impact, illustrated charts and tables; and other interface improvements will be taught. Students will be exposed to useful tips and practical advice for producing documents ranging from party invitations, to interactive web pages, to national ad campaigns while maximizing their productivity.

### **WGDC 2350 Printing and Prepress Technology - 120 Hours**

This course teaches the concept, theory, and technicalities involved in taking a beautiful image created in a software program and ensuring that what you see on your computer monitor will look the same when it is printed with ink on paper. Students will learn the basic concepts about designing for production and the technologies and techniques of digital prepress.

### **WGDC 2360 Typography - 60 Hours**

This course will introduce the history and principles of using type and words as design elements. Students will learn the history of letter forms and fonts as well as various techniques for printing documents.

### **WGDC 2390 Digital Graphics and Publishing Final Project - 90 Hours**

This is an advanced course in digital publishing using appropriate software and effective design techniques. Students, with instructor approval, may design and produce digital publishing projects of their choice. Final products are designed so they can be put forward in proposal form or in a portfolio format.

### **WGDC 2401 Computer Illustration I: Adobe Illustrator CS5 - 90 Hours**

This course will teach the student how to use the industry-standard computer illustration application - Adobe Illustrator CS5 for print, multimedia and online graphics to achieve professional-quality results for their projects.

### **WGDC 2420 Graphic Communications Fundamentals - 90 Hours**

The goal of this course is to change students' vision (the way you see) and become visual literate with a solid visual grounding. This course is designed to teach the new visual language and to shape how you think about and use design principles, composition, typography, photography, color, and the other vital components of visual literacy.

### **WGDC 2430 Digital Photography and Adobe Photoshop Elements 8 - 90 Hours**

This course teaches the basic techniques of taking, manipulating, printing, and storing photographs. Students will explore both the photographic and digital aspects of using technology, skill, and creativity to produce outstanding digital photographs. In short, students will learn how to get the best images from their digital camera and how to enhance and organize their photographs by using Adobe Photoshop Elements.

### **WGDC 2450 Technical Illustration - 90 Hours**

This course covers topics such as the production of pictorial drawings using oblique, isometric, perspective drawings, vanishing points, exploded views, fasteners, line contrast, and various shading techniques. Students will learn current industry standard, rendering, and illustration software.

### **WGDC 2461 Advanced Adobe Photoshop CS5 - 90 Hours**

This course provides students with an in-depth understanding of the advanced Adobe Photoshop techniques. Course content includes advanced layer techniques such as layer adjustments, modes, styles and masks, levels and curves to edit images and the tools for sharpening, blurring and averaging.

This course covers other Photoshop features including camera raw, smart objects and photomerge along with the overhaul 3D capabilities and advanced techniques for preparing images for the web and printing.

### **WGDC 2500 Media and Communications - 90 Hours**

This course introduces the principles of communication and types of communication technology with an emphasis on mass communication. Students will learn the media function within society through the examples of the professional and cultural aspects of media within an economic framework.

### **WGDC 2510 Video Project Visualization and Planning - 90 Hours**

Students will learn the process of visualization and planning that precedes production of a video project. Students will gain the skills for conceptualization, scriptwriting, storyboarding, location scouting, production design and the creation of computer-generated video storyboards.

### **WGDC 2521 Video Production I: Adobe Premier Professional CS5 - 90 Hours**

Students will learn the advanced features of Adobe Premier Pro C5 including tips and techniques of this new version of software. New features such as Ultra Keyer and Mercury Playback Engine along with Adobe OnLocation, Adobe Soundbooth and Adobe Encore are included.

### **WGDC 2521 Video Production I: Adobe Premier Professional CS5 - 90 Hours**

Students will learn the advanced features of Adobe Premier Pro C5 including tips and techniques of this new version of software. New features such as Ultra Keyer and Mercury Playback Engine along with Adobe OnLocation, Adobe Soundbooth and Adobe Encore are included.

### **WGDC 2521 Video Production I: Adobe Premier Professional CS5 - 90 Hours**

Students will learn the advanced features of Adobe Premier Pro C5 including tips and techniques of this new version of software. New features such as Ultra Keyer and Mercury Playback Engine along with Adobe OnLocation, Adobe Soundbooth and Adobe Encore are included.

### **WGDC 2531 Video Production II: Adobe After Effects CS5 - 90 Hours**

This course teaches students how to use Adobe After Effects CS5 for digital post-production of film, video, DVD and the web. Students will learn to use the set of 2D and 3D tools to create compositing, animation and effects as motion-graphics professionals, visual effects artists, web designers and film and video professionals.

### **WGDC 2531 Video Production II: Adobe After Effects CS5 - 90 Hours**

This course teaches students how to use Adobe After Effects CS5 for digital post-production of film, video, DVD and the web. Students will learn to use the set of 2D and 3D tools to create compositing, animation and effects as motion-graphics professionals, visual effects artists, web designers and film and video professionals.

### **WGDC 2531 Video Production II: Adobe After Effects CS5 - 90 Hours**

This course teaches students how to use Adobe After Effects CS5 for digital post-production of film, video, DVD and the web. Students will learn to use the set of 2D and 3D tools to create compositing, animation and effects as motion-graphics professionals, visual effects artists, web designers and film and video professionals.

### **WGDC 2540 Video Production III: Adobe Director 11.5 - 90 Hours**

This course teaches Adobe Director - the multimedia authoring application - to create and publish interactive games, demos, prototypes, simulations, and eLearning courses for the web, Mac and Windows desktops, DVDs, and CDs. Students will learn to integrate virtually any major file format, including FLV and native 3D content. Students will also learn to use Shockwave Player to display web content that has been created by Adobe Director.

### **WGDC 2550 Lighting for Video - 90 Hours**

This course introduces the use of studio and location lighting for video production. Students will learn color of light and white balance; types of artificial lighting instruments and color balance; inverse square law; safety in the use of lighting and other lighting principles.

### **WGDC 2560 Digital Audio I: Sound Capture and Editing - 90 Hours**

This course will introduce students to the principles of audio recording and editing. Students will learn microphones and impedance, connections, conversion of analog signals to digital, digital audio formats; audio recording systems; capturing live music, MIDI and synthesized music, digital audio editing programs

### **WGDC 2565 Digital Audio II: Pro Tools 8.0 - 90 Hours**

This course is designed to teach the technology of Digital Audio Workstation (DAW). Students will learn to use the power of the personal computer to integrate hard disk audio recording, graphical audio editing, MIDI sequencing, and notation, digital signal processing (DSP) and mixing into a fast and intuitive application for personal and professional projects. Students will use the industry-standard application such as Pro Tools for sound production that involves skills of writing and developing the projects, digitally recording, non-destructive editing, custom mixing and mastering process. Students will also learn the techniques required for final preparation and delivery in a variety of formats - from surround sound DVD encoding to high-quality stereo mixes for CD and encoding for MP3 files. This course also prepares students to take the Digidesign Pro Tool Operator level of certification exam.

### **WGDC 2570 Multimedia Developer Final Project - 90 Hours**

This is an advanced course in digital video and audio design track. Students, with approval, may design projects of their choice. Final details are designed so they could be put forward in a proposal or portfolio format.

### **WGDC 2580 Television Production - 90 Hours**

This course provides a good understanding of the production process. Students will learn the technology, skills, and the variety of audio- and video-based media that work in broadcast television, Internet webcasting, institutional videography, satellite programming, mobile video, advertising and video production.

Although the course emphasizes studio and field production for broadcast television, what's presented will be applicable to a wide variety of audio- and video-based media.

### **WGDC 2601 3D Modeling and Animation I: Animation Principles - 120 Hours**

This course covers the history of animation including background, theories, and guidelines, with an emphasis on animation principles. Students will experience the basic drawing and storyboard techniques used for animation and will explore several current industry standard 3D modeling, rendering and animation application software.

### **WGDC 2601 3D Modeling and Animation I: Animation Principles - 120 Hours**

This course covers the history of animation including background, theories, and guidelines, with an emphasis on animation principles. Students will experience the basic drawing and storyboard techniques used for animation and will explore several current industry standard 3D modeling, rendering and animation application software.

### **WGDC 2611 3D Modeling and Animation II: 3D Studio Max 2011 - 120 Hours**

Students will learn how to use 3D Studio Max 2011 as a modeling, animating and rendering tool in a production environment. The functions, features, and principles behind 3ds Max and how to apply them to real-world situations will be covered.

### **WGDC 2611 3D Modeling and Animation II: 3D Studio Max 2011 - 120 Hours**

Students will learn how to use 3D Studio Max 2011 as a modeling, animating and rendering tool in a production environment. The functions, features, and principles behind 3ds Max and how to apply them to real-world situations will be covered.

### **WGDC 2620 3D Modeling and Animation III: Map and Texture - 90 Hours**

This course trains students to exercise their eyes to look, study, and describe materials and their textures from the real world and different sources. Students will learn how to create and design these textures digitally by using 3ds Max Material Editor manipulation and its user interface.

### **WGDC 2620 3D Modeling and Animation III: Map and Texture - 90 Hours**

This course trains students to exercise their eyes to look, study, and describe materials and their textures from the real world and different sources. Students will learn how to create and design these textures digitally by using 3ds Max Material Editor manipulation and its user interface.

### **WGDC 2630 3D Modeling and Animation IV: Rendering, Cameras and Lights - 90 Hours**

This course teaches the essential skills and concepts to add subtle shifts in lighting or stunning shading to the work. Students will learn the lighting techniques to produce professional results in 3D package by using 3ds Max.

### **WGDC 2630 3D Modeling and Animation IV: Rendering, Cameras and Lights - 90 Hours**

This course teaches the essential skills and concepts to add subtle shifts in lighting or stunning shading to the work. Students will learn the lighting techniques to produce professional results in 3D package by using 3ds Max.

### **WGDC 2640 3D Modeling and Animation V: Advanced Modeling and Character Design - 90 Hours**

This course is designed to teach the basics of game design and creation without having to learn how to program. Students will understand how the whole game design process works, beginning with an overview of how to design a game, and moving through the creation process from the basic building blocks to sound, music, and graphics. Students will learn how to create a variety of games through step-by-step tutorials that use "drag-and-drop" game engines. Students will also learn how to make and modify their own interactive 2D and 3D computer games and how to use a variety of development tools.

### **WGDC 2640 3D Modeling and Animation V: Advanced Modeling and Character Design - 90 Hours**

This course is designed to teach the basics of game design and creation without having to learn how to program. Students will understand how the whole game design process works, beginning with an overview of how to design a game, and moving through the creation process from the basic building blocks to sound, music, and graphics. Students will learn how to create a variety of games through step-by-step tutorials that use "drag-and-drop" game engines. Students will also learn how to make and modify their own interactive 2D and 3D computer games and how to use a variety of development tools.

### **WGDC 2650 3D Modeling and Animation VI: Digital Video Animation - 90 Hours**

This course explores the fundamentals of all major areas of DCC (digital content creation) production within the context of creating the elements needed to complete a short movie with titles and sound. The course is structured to present the professional processes used to visualize, model, texture, light and animate a scene, including its special effect and titles.

### **WGDC 2650 3D Modeling and Animation VI: Digital Video Animation - 90 Hours**

This course explores the fundamentals of all major areas of DCC (digital content creation) production within the context of creating the elements needed to complete a short movie with titles and sound. The course is structured to present the professional processes used to visualize, model, texture, light and animate a scene, including its special effect and titles.

### **WGDC 2660 3D Character Design Basics: Maya - 90 Hours**

This course teaches the key Maya tools and techniques for modeling, animating, and rendering. Students will learn to add dynamic effects to their creations.

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This course teaches the key Maya tools and techniques for modeling, animating, and rendering. Students will learn to add dynamic effects to their creations.

### **WGDC 2670 3D Media Animation - 90 Hours**

Media animation is a rapidly growing industry that provides graphic content for television, film, print, Internet and every other multimedia format imaginable. This course explores this fast-paced industry - people working in the field need a deep understanding of the tools available to them and they must know how to create cutting-edge effects on-the-fly.

### **WGDC 2670 3D Media Animation - 90 Hours**

Media animation is a rapidly growing industry that provides graphic content for television, film, print, Internet and every other multimedia format imaginable. This course explores this fast-paced industry - people working in the field need a deep understanding of the tools available to them and they must know how to create cutting-edge effects on-the-fly.

### **WGDC 2680 Basic Drawing - 90 Hours**

This course teaches students how to simplify any object, no matter how complex, in order to understand what is seen before it is drawn. It is a foundation course for anybody who wants to learn to draw realistically with a step-by-step approach. Students will learn to draw still-life drawing, basic shapes, and understand the key concepts of perspective, light, value, and space.

### **WGDC 2690 3D Modeling and Animation Final Project - 90 Hours**

This is an advanced course in Animation and Modeling. Students, with approval, may design a layout illustration design project of their choice. Final projects are designed so they can be put forward in a proposal or portfolio format.

### **WGDC 2700 Game Design Fundamentals - 120 Hours**

This course introduces the fundamentals of game design. Students will learn the basics of designing a game and the important skills in game design: the processes of prototyping play testing, and redesigning.

### **WGDC 2710 Game Graphic Design - 90 Hours**

This course teaches fundamental drawing skills and principles as they relate to game development. Students will learn the basic drawing techniques and concepts and the skills that focus on the critical areas for beginning artists to understand when approaching art for games.

### **WGDC 2720 Game Development Introduction I: Character Development and Storyboarding - 90 Hours**

This course teaches the basics of game character development and story-telling techniques. Students will learn to create characters, define character roles, traits, and encounters. Students will also learn how to develop the characters such as finding the right style to fit the character in the story, how to create the environment for the story to bring the story to life, and how to create the virtual world and enable the story in the virtual world.

### **WGDC 2730 Game Development Introduction II: Game Character Design and Development - 90 Hours**

This course focuses on the development and animation of video-game characters. Students will learn some of the basics in character development and advanced character-creation and animation techniques that will help them create exciting and meaningful characters with details and personalities that can react naturally in a virtual world.

### **WGDC 2740 Game Design and Development without Programming - 120 Hours**

This course is designed to teach the basics of game design and creation without having to learn how to program. Students will how the whole game design process works, beginning with an overview of how to design a game, and moving through the creation process from the basic building blocks to sound, music, and graphics. Students will learn how to create a variety of games through step-by-step tutorials that use "drag-and-drop" game engines. Students will also learn how to make and modify their own interactive 2D and 3D computer games and how to use a variety of development tools.

### **WGDC 2750 Game Level Design Introduction - 90 Hours**

This course teaches the basics of building a strong level for games. It teaches the skills from putting ideas down on paper to creating spaces and architecture, through placing units and scripting their behavior. Students will learn the techniques used to create levels that keep players coming back for more.

### **WGDC 2755 Game Programming Introduction - 120 Hours**

This course teaches students how to write complete games that will run on almost any operating system. It focuses on how to use a cross-platform game library called Allegro to develop games. Allegro provides a uniform interface for sound effects, music, and device input, which are implemented on the Windows platform with DirectSound, DirectMusic, and DirectInput.

### **WGDC 2770 Game Design and Development Final Project - 90 Hours**

This is an advanced course in Game Design and Development. Students, with approval, may design and develop game projects of their choice. Final projects are designed so they could be put forward in a proposal or portfolio format.

### **WKSK 1400\_ Workplace Relations (Program Based) - 60 Hours**

This course will help students develop essential human-relation skills needed to maintain gainful and satisfying employment. This course includes familiarization with problematic areas found in the workforce including, solving problems; understanding relationships and diversity; increasing personal ethics; and developing strong personal, interpersonal, and human relation skills.

### **WKSK 1400B Workplace Relations - Blended - 60 Hours**

This course will help students develop essential human-relation skills needed to maintain gainful and satisfying employment. Course content includes familiarization with problematic areas found in the workforce including, solving problems; understanding relationships and diversity; increasing personal ethics; and developing strong personal, interpersonal, and human relation skills.

### **WKSK 1500\_ Job Seeking Skills (Program Based) - 30 Hours**

This course helps prepare students to successfully apply for a job. This course will present essential job-seeking skills needed to find gainful employment including: developing resumes, applications, networking and interview skills.

### **WKSK 1500B Job Seeking Skills - Blended - 30 Hours**

This course helps prepare students to successfully apply for a job. This course will present essential job-seeking skills needed to find gainful employment including: developing resumes, applications, networking and interview skills.

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