GC 102   History of the Book and Publishing:
**   Papyrus to Pixels   (3)**
3 hours lecture
Transfer acceptability: CSU; UC
A foundational course that explores the history and development of the book, printing, and publishing. Also explores their correlation with advancement of society, civilization, and the dissemination of information, including the history of the printing press, typesetting, papermaking, print technology and bindery.

GC 115   Graphics and Media: A Multicultural Perspective   (3)
3 hours lecture
Note: Cross listed as MCS 115
Transfer acceptability: CSU; UC
An introduction to the impact of media technology on the visual arts from a multicultural perspective. Includes print, Internet, multimedia, and game design. Embraces the diversity and multicultural perspectives that reflect American demographics by presenting individual and collaborative contributions as well as strategies for designing niche marketing and advertising graphics for a multicultural society. Addresses the impact of globalization. Examines gender, ethnicity (African American, American Indian, Asian-Americans and/or Pacific Islanders, and Mexican American in particular), age, sexual orientation, and universal access for people with impairments.

Graphic Communications - Imaging & Publishing (GCIP)
See also Graphic Communications and
Graphic Communications - Multimedia & Web

Contact the Graphic Communications Department for further information.
(760) 744-1150, ext. 2452
Office: MD-114
For transfer information, consult a Palomar College Counselor.

Associate in Science Degrees -
AS Degree requirements are listed in Section 6 (green pages).
• Digital Imaging
• Graphic Communications - Emphasis in Digital Distribution
• Graphic Communications - Emphasis in Management
• Graphic Communications - Emphasis in Production
• Screen Printing

Certificates of Achievement -
Certificate of Achievement requirements are listed in Section 6 (green pages).
• Digital Imaging
• Graphic Communications - Emphasis in Digital Distribution
• Graphic Communications - Emphasis in Management
• Graphic Communications - Emphasis in Production
• Screen Printing

Certificates of Proficiency -
Certificate of Proficiency requirements are listed in Section 6 (green pages).
• Digital Prepress Operator
• Electronic Publisher
• Screen Printer

Digital Imaging

Prepares students for entry-level position as creator and processor of digital imagery. Layout and creative position in multimedia, internet publishing, digital video, publishing, photography, and motion graphics.

Digital imaging is one of the basic requirements for all electronic communication delivery systems.

A.S. DEGREE MAJOR OR CERTIFICATE OF ACHIEVEMENT

Program Requirements		Units
GCIP 122	Painter I	3
GCIP 140	Digital Imaging/Photoshop I	3
GCIP 141	Digital Imaging/Photoshop II	3
GCIP 240	Digital Imaging/Photoshop III	3
GCMW 120	Designing for the Social Web	3
GCMW 203	Web Multimedia	3
GCMW 204	Motion Graphics for Multimedia	3
GCMW 205	Digital Video for Multimedia	3
PHOT 100	Elementary Film and Darkroom Photography	3
PHOT 130	Digital Darkroom I	3
TOTAL UNITS		**30**

Digital Imaging A.S. Degree Major or Certificate of Achievement is also listed under Photography.

Digital Prepress Operator

Prepares students to pursue entry-level employment in the printing industry in prepress, press, and finishing processes.

CERTIFICATE OF PROFICIENCY

Program Requirements		Units
GCIP 180	Image Production Technologies	3
GCIP 182	Digital Prepress and Press II	3
TOTAL UNITS		**6**

Electronic Publisher

Electronic publishing encompasses computer-based document layout, composition, typography, illustration, scanning, image modification, as well as reproduction and distribution. It has revolutionized print communications. There will be a major growth in this field in the future.

Employment opportunities will be with commercial printers, corporate electronic publishers, small print shops, service bureaus, direct mail companies, magazine publishers, advertising, typographers and compositors, freelance publications, newspaper publishers, marketing and ad agencies, and in-plant printers.

CERTIFICATE OF PROFICIENCY

Required Courses		Units
GCIP 105	Design for Print Production	3
GCIP 140	Digital Imaging/Photoshop I	3
GCIP 149	Page Layout and Design I	3
GCIP 152	Digital Publishing/Illustrator I	3
TOTAL UNITS		**12**

Graphic Communications: Emphasis in Digital Distribution

The image reproduction and design technology publishing industry--which encompasses computer-based document layout, composition, typography, illustration, image editing, digital imaging and distribution--has revolutionized the field of visual communications. There will be major growth in this field in the future. Employment opportunities will be with corporate digital publishers, advertising agencies, direct mail distributors, magazine and newspaper publishers, freelance publications, packaging printers and other still growing segments of the industry.

Prepares students to pursue employment in the image reproduction and design technology industry including both traditional printing processes and non-print digital imaging processes.

The 21 units of Program Requirements are the same for Graphic Communications: Emphasis in Digital Distribution, Emphasis in Management, and Emphasis in Production. Students may earn one or more of these by completing the Program Requirements and Emphasis Requirements listed for each program.

A.S. DEGREE MAJOR OR CERTIFICATE OF ACHIEVEMENT

Program Requirements

GC 102	History of the Book and Publishing: Papyrus to Pixels	3
GCIP 103	Acrobat for Print	3
GCIP 105	Design for Print Production	3
GCIP 141	Digital Imaging/Photoshop II	3
GCIP 149	Page Layout and Design I	3
GCIP 152	Digital Publishing/Illustrator I	3
GCIP 260	Portfolio Development and Presentation	3

Emphasis Requirements

GC 101	History of Graphic Communications	3
	or	
ARTD 210	Typography Design	3
GCIP 190/		
GCMW 190	Copyright for Graphic Designers & Web Developers	1
GCIP 249	Page Layout and Design II	3
TOTAL UNITS		**28**

Graphic Communications: Emphasis in Management

The image reproduction and design technology publishing industry--which encompasses computer-based document layout, composition, typography, illustration, image editing, digital imaging and distribution--has revolutionized the field of visual communications. There will be major growth in this field in the future. Employment opportunities will be with corporate digital publishers, advertising agencies, direct mail distributors, magazine and newspaper publishers, freelance publications, packaging printers and other still growing segments of the industry.

Prepares students to pursue managerial employment in the image reproduction and design technology industry including both traditional printing processes and non-print digital imaging processes.

The 21 units of Program Requirements are the same for Graphic Communications: Emphasis in Digital Distribution, Emphasis in Management, and Emphasis in Production. Students may earn one or more of these by completing the Program Requirements and Emphasis Requirements listed for each program.

A.S. DEGREE MAJOR OR CERTIFICATE OF ACHIEVEMENT

Program Requirements

GC 102	History of the Book and Publishing: Papyrus to Pixels	3
GCIP 103	Acrobat for Print	3
GCIP 105	Design for Print Production	3
GCIP 141	Digital Imaging/Photoshop II	3
GCIP 149	Page Layout and Design I	3
GCIP 152	Digital Publishing/Illustrator I	3
GCIP 260	Portfolio Development and Presentation	3

Emphasis Requirements (7 units)

GC 101	History of Graphic Communications	3
	or	
CSIT 105	Computer Concepts and Applications	3
BMGT 105	Small Business Management	3
GCIP 191/		
GCMW 191	Contracts for Graphic Designers & Web Developers	1
TOTAL UNITS		**28**

Graphic Communications: Emphasis in Production

The image reproduction and design technology publishing industry--which encompasses computer-based document layout, composition, typography, illustration, image editing, digital imaging and distribution--has revolutionized the field of visual communications. There will be major growth in this field in the future. Employment opportunities will be with corporate digital publishers, advertising agencies, direct mail distributors, magazine and newspaper publishers, freelance publications, packaging printers and other still growing segments of the industry.

Prepares students to pursue employment focused on production in the image reproduction and design technology industry including both traditional printing processes and non-print digital imaging processes.

The 21 units of Program Requirements are the same for Graphic Communications: Emphasis in Digital Distribution, Emphasis in Management, and Emphasis in Production. Students may earn one or more of these by completing the Program Requirements, Emphasis Requirements and Electives listed for each program.

A.S. DEGREE MAJOR OR CERTIFICATE OF ACHIEVEMENT

Program Requirements

GC 102	History of the Book and Publishing: Papyrus to Pixels	3
GCIP 103	Acrobat for Print	3
GCIP 105	Design for Print Production	3
GCIP 141	Digital Imaging/Photoshop II	3
GCIP 149	Page Layout and Design I	3
GCIP 152	Digital Publishing/Illustrator I	3
GCIP 260	Portfolio Development and Presentation	3

Emphasis Requirements

GCIP 180	Image Production Technologies	3
GCIP 190/		
GCMW 190	Copyright for Graphic Designers & Web Developers	1
GCIP 255	Electronic Package Design	4
TOTAL UNITS		**28**

Screen Printer

Recent advances in technology have allowed screen printing to compete on a large scale with other printing processes. Productive, challenging careers are growing in the screen printing field at a steady rate. Palomar's screen printing process classes prepare students for duties in project planning, copy preparation, camera operation, screen preparation, electronic prepress, stencil making, screen printing, and sales.

CERTIFICATE OF PROFICIENCY

Program Requirements		**Units**
GCIP 170	Screen Printing	3
GCIP 172	Textile Screen Printing	3
GCIP 270	Commercial Screen Printing	3
TOTAL UNITS		**9**

Screen Printing

Prepares students for entry-level positions in project planning, copy preparation, camera operation, screen preparation, stencil making, printing, and sales.

Due to recent advances in screen printing technology, screen printing is becoming very commercialized. These breakthroughs have allowed screen printing to compete on a large scale with other processes. Productive, challenging careers are growing in the screen printing field at a steady rate.

A.S. DEGREE MAJOR OR CERTIFICATE OF ACHIEVEMENT

Program Requirements		Units
BMGT 105	Small Business Management	3
GCIP 105	Design for Print Production	3
GCIP 140	Digital Imaging/Photoshop I	3
GCIP 152	Digital Publishing/Illustrator I	3
GCIP 170	Screen Printing	3
GCIP 172	Textile Screen Printing	3
GCIP 180	Image Production Technologies	3
GCIP 252	Digital Publishing/Illustrator II	3
GCIP 270	Commercial Screen Printing	3

Electives (Select one course)

GCIP 240	Digital Imaging/Photoshop III	3
GCIP 255	Electronic Package Design	3
CE 100	Cooperative Education	1 - 4
TOTAL UNITS		**28 - 31**

COURSE OFFERINGS

GCIP 103   Acrobat for Print   (3)
1½ hours lecture - 4½ hours laboratory
Transfer acceptability: CSU
Hands-on instruction in creating and editing high quality, print-ready PDF files using Adobe Acrobat. This course also includes the estimating of materials and labor relative to current industry practices for the production of a printed product.

GCIP 105   Design for Print Production   (3)
1½ hours lecture - 4½ hours laboratory
Transfer acceptability: CSU
Planning, design and layout of visual communication for print production. Basic computer applications for layout of business communication set using color, images, paper, and the lithographic production processes to complete the package. Emphasis is on practical application.

GCIP 122   Painter I   (3)
1½ hours lecture - 4½ hours laboratory
Transfer acceptability: CSU
Provides the student with the knowledge to electronically simulate natural media tool and textures. The class covers the use of Painter as an image-editing tool. Students will produce electronic images simulating the use of painting and drawing tools.

GCIP 140   Digital Imaging/Photoshop I   (3)
1½ hours lecture - 4½ hours laboratory
Transfer acceptability: CSU; UC
The study of digital imaging and editing with Adobe Photoshop for visual, pictorial and graphic use in all media. Emphasis on creating and enhancing imagery for effective use in mass communication mediums. Focuses on basics.

GCIP 140A   Digital Imaging/Photoshop IA   (2)
1 hour lecture - 3 hours laboratory
Transfer acceptability: CSU; UC
Introduction to digital imaging systems with Photoshop for Graphic Communications and Multimedia. Emphasis on basic and intermediate features and functions of Photoshop with a primary focus on preparing and using optimized images for the web. Special projects facilitate the needs of more advanced students.

GCIP 140B   Digital Imaging/Photoshop IB   (2)
1 hour lecture - 3 hours laboratory
Note: *For intermediate levels*
Transfer acceptability: CSU; UC
A hands-on introduction to digital imaging systems with Photoshop for Graphic Communications and Multimedia. Emphasis on basic and intermediate features and functions of Photoshop with a primary focus on preparing and using optimized images for the web. Special projects facilitate the needs of more advanced students.

GCIP 141   Digital Imaging/Photoshop II   (3)
1½ hours lecture - 4½ hours laboratory
Prerequisite: *A minimum grade of 'C' in GCIP 140*
Transfer acceptability: CSU; UC
The concepts of intermediate digital imaging with Adobe Photoshop for visual, pictorial and graphic use in all media. Effective image creation for motion graphics, publications and internet for effective visual communications. Focuses on the technical.

GCIP 149   Page Layout and Design I   (3)
1½ hours lecture - 4½ hours laboratory
Transfer acceptability: CSU
Introduction to electronic document design and page layout, electronic composition, text and graphics entry with computers. Students will create a variety of projects including but not limited to: brochures, flyers, and newsletters.

GCIP 150   3D Product Development and Marketing   (3)
1½ hours lecture - 4½ hours laboratory
Transfer acceptability: CSU
3D product development from concept through output, packaging and launching. Use a 3D program to model, a 3D printer to output, design and print packaging for, and market a product.

GCIP 152   Digital Publishing/Illustrator I   (3)
1½ hours lecture - 4½ hours laboratory
Transfer acceptability: CSU
Introduction to computer-generated digital layout. Illustrator will help the student generate new images or convert bitmapped images into PostScript. Quality levels needed for digital output will be evaluated.

GCIP 168   Digital Imaging with Drones   (3)
1½ hours lecture - 4½ hours laboratory
Transfer acceptability: CSU
An introduction to using drones or unmanned vehicles for digital imaging. This hands-on course covers building, operating, and outfitting for still and video imaging and image capture.

GCIP 170   Screen Printing   (3)
1½ hours lecture - 4½ hours laboratory
Transfer acceptability: CSU
An introduction to the screen-printing process. Students will produce artwork, select mesh, frames, & stencil systems, inks and substrates based on printing techniques. A combination of laboratory applications and theory will provide the foundation for this course. Acquisition of technical skills through the actual production of screen-printed products is a major goal of this course.

GCIP 172   Textile Screen Printing   (3)
1½ hours lecture - 4½ hours laboratory
Transfer acceptability: CSU
Theory and applications of screen printing for textile use. Students will produce artwork, select compatible inks, stencil systems, and substrates based on textile printing applications. A combination of laboratory applications and theory will provide the foundation for this course. Acquisition of technical skills through the actual production of screen-printed products is a major goal of this course.

GCIP 180   Image Production Technologies   (3)
1½ hours lecture - 4½ hours laboratory
Transfer acceptability: *CSU*
Theory and practical applications of image reproduction and design technology. Processes explored include sublimation, screenprinting, packaging, vehicle wraps, digital prepress and conventional printing on offset press.

GCIP 182   Digital Prepress and Press II   (3)
1½ hours lecture - 4½ hours laboratory
Transfer acceptability: *CSU*
Set up and control of printing on small offset presses. Examines offset chemistry, kinds of offset plates, inks, and offset press problems. Theory and practical applications of conventional and digital prepress.

GCIP 190   Copyright for
Graphic Designers & Web Developers   (1)
1 hour lecture
Note: *Cross listed as GCMW 190*
Transfer acceptability: *CSU*
Copyright is an old and well codified area of law. The statutes and cases, however, have created complexities that are sometimes difficult to understand. This course covers the basics of copyright law, copyright registration, methods of informing viewers of copyright protections and liability, and the ways in which a graphic designer may enforce copyright. The damages and remedies of injunction and compensation are included. This course is not intended to offer legal advice. Consult with competent legal professionals for any questions regarding specific copyright issues.

GCIP 191   Contracts for Graphic Designers
& Web Developers   (1)
1 hour lecture
Note: *Cross listed as GCMW 191*
Transfer acceptability: *CSU*
Graphic designers, whether employed by business or freelance, need to understand contract terms, negotiation, conditions, and the statutory and case law uniquely applicable to graphic design. Understanding the terms of a contract is essential to protecting the rights to use of work product and obtaining compensation. Failing to do so usually results in abuse of rights and non-compensation. This course is not intended to offer legal advice. Consult with competent legal professionals for any questions regarding specific contractual issues.

GCIP 192   Legal Issues for Graphic Designers
and Web Developers   (3)
3 hours lecture
Note: *Cross listed as GCMW 192*
Transfer acceptability: *CSU*
This course will cover most legal issues that confront graphic designers and web developers in the day-to-day operation of the businesses. Specific legal issues will include business formation, contracts, copyright, licensing, deep linking, click wrap agreements, and the risks and benefits of self employment versus employment by a business. This course is not intended to offer legal advice. Consult with competent legal professionals for any questions regarding specific legal issues.

GCIP 197A   Topics in Graphic Communications   (1- 4)
Units awarded in topics courses are dependent upon the number of hours required of the student. Any combination of lecture or laboratory may be scheduled by the department. Refer to Class Schedule.
Transfer acceptability: *CSU*
Short term or special topic course, lecture or laboratory courses in various topics in Graphic Communications.

GCIP 197B   Topics in Digital Imaging   (1-5)
Units awarded in topics courses are dependent upon the number of hours required of the student. Any combination of lecture and/or laboratory may be scheduled by the department. Refer to Class Schedule.
Transfer acceptability: *CSU*
Graphic Communications topics in digital imaging. See Class Schedule for specific topic offered. Course title will designate subject covered.

GCIP 197C   Topics in Digital Publishing   (1-5)
Units awarded in topics courses are dependent upon the number of hours required of the student. Any combination of lecture or laboratory may be scheduled by the department. Refer to Class Schedule.
Transfer acceptability: *CSU*
Graphic Communications topics in digital publishing. See Class Schedule for specific topic offered. Course title will designate subject covered.

GCIP 197D   Topics in Graphic Processes   (1-5)
Units awarded in topics courses are dependent upon the number of hours required of the student. Any combination of lecture or laboratory may be scheduled by the department. Refer to Class Schedule.
Transfer acceptability: *CSU*
Graphic Communications topics in graphic processes. See Class Schedule for specific topic offered. Course title will designate subject covered.

GCIP 222   Painter II   (3)
1½ hours lecture - 4½ hours laboratory
Prerequisite: *A minimum grade of 'C' in GCIP 122 and GCIP 140*
Transfer acceptability: *CSU*
Advanced concepts and methods of Painter and its use in image making, image editing, and problem solving. Students will create their own tools using the Painter interface and work collectively with other students through the use of student created tools in the design and construction of digital imagery.

GCIP 240   Digital Imaging/Photoshop III   (3)
1½ hours lecture - 4½ hours laboratory
Prerequisite: *A minimum grade of 'C' in GCIP 140 or 141*
Transfer acceptability: *CSU*
The concepts of advanced digital imaging with Adobe Photoshop for creating and preparing images for electronic distribution. Advanced methods of editing in all venues of digital media for visual communications. Focuses on the creative.

GCIP 249   Page Layout and Design II   (3)
1½ hours lecture - 4½ hours laboratory
Prerequisite: *A minimum grade of 'C' in GCIP 149*
Recommended Preparation: *GCIP 140*
Transfer acceptability: *CSU*
Utilizes current technologies for publishing to mobile devices, electronic book formats, screen media, and print. Students will learn to craft sophisticated electronic layouts by implementing typography, graphics, and multimedia into real-world projects.

GCIP 252   Digital Publishing/Illustrator II   (3)
1½ hours lecture - 4½ hours laboratory
Prerequisite: *A minimum grade of 'C' in GC 101 and GCIP 152*
Transfer acceptability: *CSU*
Advanced concepts and methods of Illustrator and its use in graphic illustrations and problem solving. Software capabilities for use in preparing computer files for publishing to digital and electronic delivery systems.

GCIP 255   Electronic Package Design   (3)
1½ hours lecture - 4½ hours laboratory
Recommended Preparation: *GCIP 152*
Transfer acceptability: *CSU*
Packaging continues to be one of the fastest growing segments of the graphic communication industry. Learn the importance of packaging graphics and how to create digital files implementing computer and printing technology. In this course you will identify the issues in design strategies for a successful packaging campaign and the technical expertise to produce your designs. Explore the development of packaging through a series of case studies and real-life design and technical tips.

GCIP 260   Portfolio Development and Presentation   (3)
1½ hours lecture - 4½ hours laboratory
Prerequisite: *A minimum grade of 'C' in GCIP 140 and GCIP 152*
Transfer acceptability: *CSU*
Students will develop a personal portfolio to showcase their graphic skills and techniques. Various resources, including the Internet, will be used to conduct a job search, develop a resume and learn interviewing techniques. Guest speakers will share industry tips. Students will practice presentation and interviewing skills, with feedback from professionals working in graphics and related industries.

GCIP 270   Commercial Screen Printing   (3)
1½ hours lecture - 4½ hours laboratory
Prerequisite: *A minimum grade of 'C' in GCIP 170 and GCIP 172* **Transfer acceptability:** *CSU*
An advanced study of various commercial screen-printing applications. Printing processes, business aspects, case studies, advanced color reproduction, close register with an emphasis on quality control.

GCIP 295   Directed Study in Graphic Communications   (1, 2, 3)
3, 6, or 9 hours laboratory
Prerequisite: *Approval of project or research by department chairperson/ director*
Note: *Cross listed at GCMW 295*
Transfer acceptability: *CSU*
Independent study for students who have demonstrated skills and/or proficiencies in Graphic Communications subjects and have the initiative to work independently on projects or research outside the context of regularly scheduled classes. Students will work under the personal supervision of an instructor.

GCIP 296   Special Projects   (1, 2, 3)
3, 6, or 9 hours laboratory
Recommended preparation: *Advanced coursework or job-related experience*
Note: *Cross listed as GCMW 296*
Transfer acceptability: *CSU*
Independent work on a specified sustained project which does not fit into the context of regularly scheduled classes. Students work from a contract agreed upon by the student and the instructor.

Graphic Communications - Multimedia & Web (GCMW)
See also Graphic Communications and
Graphic Communications - Imaging & Publishing

Contact the Graphic Communications Department for further information.
(760) 744-1150, ext. 2452
Office: MD-114
For transfer information, consult a Palomar College Counselor.

Associate in Science Degrees -
AS Degree requirements are listed in Section 6 (green pages).
• Digital Video
• Interactive Media Design - Emphasis in 3D Modeling and Animation
• Interactive Media Design - Emphasis in Multimedia Design
• Interactive Web Multimedia and Audio
• Internet - Emphasis in Graphic Communication
• New Media Compositing, Authoring, and Distribution

Certificates of Achievement -
Certificate of Achievement requirements are listed in Section 6 (green pages).
• Digital Video
• Interactive Media Design - Emphasis in 3D Modeling and Animation
• Interactive Media Design - Emphasis in Multimedia Design
• Interactive Web Multimedia and Audio
• Internet - Emphasis in Graphic Communication
• New Media Compositing, Authoring, and Distribution

Certificates of Proficiency -
Certificate of Proficiency requirements are listed in Section 6 (green pages).
• Digital Animation, Compositing, and Music
• Digital Media
• E - Commerce Design
• Web Data Base Design

PROGRAMS OF STUDY

Digital Animation, Compositing, and Music

This program is directed at the digital design and implementation of 3D animations, graphic compositing and music.

CERTIFICATE OF PROFICIENCY

Program Requirements		Units
(Select five courses)		
ARTI 246	Digital 3D Design and Modeling	3
ARTI 247	Digital 3D Design and Animation	3
GCMW 204	Motion Graphics for Multimedia	3
GCMW 206	Motion Graphics Production and Compositing	3
MUS 180	Computer Music I	3
MUS 184	Electronic Ensemble	1
TOTAL UNITS		**13-15**

Digital Animation, Compositing, and Music Certificate of Proficiency is also listed in Art and in Music.

Digital Media

This program encompasses digital video editing in digital media. The certificate prepares students for employment in the film, video, Internet, and television industries. Major growth in this industry is anticipated as Internet and television merge into one medium.

CERTIFICATE OF PROFICIENCY

Program Requirements		Units
CINE/DBA 125	Beg Film/Video Field Production	3
	or	
GCMW 165	Digital Video Design	3
DBA 270	Digital Video Editing	3
DBA 275	Avid Editing for Television & Film	3
GCMW 204	Motion Graphics for Multimedia	3
GCMW 205	Digital Video for Multimedia	3
TOTAL UNITS		**15**

Digital Media Certificate of Proficiency is also listed under Digital Broadcast Arts.

Digital Video

Digital Video encompasses editing and design in using digital media. This degree prepares students for employment in the film, video, Internet, television and hand-held industries.

A.S. DEGREE MAJOR OR CERTIFICATE OF ACHIEVEMENT

Program Requirements		Units
GCIP 140	Digital Imaging/Photoshop I	3
GCMW 165	Digital Video Design	3
GCMW 204	Motion Graphics for Multimedia	3
GCMW 205	Digital Video for Multimedia	3
DBA/CINE 125	Beginning Film and Video Field Production	3
DBA 230	Digital Audio with Pro Tools	3
DBA 270	Digital Video Editing	3
DBA 275	Avid Editing for Television and Film	3
Electives (2 courses required, 6 units minimum)		
ARTI 246	Digital 3D Design and Modeling	3
ARTI 247	Digital 3D Design and Animation	3
DBA 50	Basic Television Acting	1
DBA 110	Broadcast Writing and Producing	3
DBA 150	Performance and Acting for Broadcast and Film	3
DBA /CINE 170	Introduction to Video Editing	3
DT 180	3D Studio Max -	
	Introduction to 3D Modeling and Animation	3