DIG: Digital Media Courses

Courses

DIG 2000C   Introduction to Applications in Digital Design
Col of Arts, Soc Sci and Human, Department of Art and Design

3 sh (may not be repeated for credit)

Through assignment-based explorations in a variety of software students will begin progress toward industry-standard computer proficiency. This course will introduce various digital platforms as tools for effective communication design, discussing which applications are appropriate for which form of communication. Discussion of both vector and bitmap-based digital graphic platforms, time-based and virtual communications, will begin progress toward proficiency and understanding.

DIG 3309C   Digital 2D Animation
Col of Arts, Soc Sci and Human, Department of Art and Design

3 sh (may not be repeated for credit)
Prerequisite: GRA 2111C

An introduction to the fundamentals of time-based design through the medium of two-dimensional animation. Exercises and projects will introduce students to the basic concepts of animation as a fundamental medium for understanding design in time. Students will be introduced to the attributes of time and movement, elements of the moving image, serial, sequential, and narrative ordering, moving image editing, sound and image relations, and object and event analysis. Students will be introduced to time-based media as an expressive and communicative art form. Aesthetic, technical, historical, and conceptual issues will be addressed through lectures, demonstrations, exercises, projects, screenings, research, and readings.