

VISUAL COMMUNICATIONS (206)

206-104 - Interactive Design and Authoring

Design/develop original vector-based artwork, type and animations using Adobe Animate CC software including an introduction to ActionScript for movie control and interactivity. Incorporate imported graphics, music and video into HTML5 web animations. Develop skills outputting video mp4 movies and HTML5 Java Script files for web delivery.

3 Credit hours

36 Lecture hours

36 Lab hours

206-106 - Introduction to the Interactive Media Industry

Explores the Interactive Media industry including history, trends, career paths, opportunities and applications. Provides an introduction to the types of terminology, software/hardware and equipment used in the field. (Prerequisite: Completion of or concurrent enrollment in 890-101 College 101)

1 Credit hours

18 Lecture hours

206-108 - Motion/Visual Effects

An introductory examination of Adobe After Effects software that is used to create motion graphics and animation. Explores animating logos, motion tracking, and compositing video and animation. Focuses on keyframing, text animations, masking, and using alpha channels.

3 Credit hours

36 Lecture hours

36 Lab hours

206-110 - Video/Sound Editing

Covers fundamental techniques of capturing video and audio using professional video equipment. Explores video and audio editing utilizing Adobe Premiere-Pro software. Provides an introduction to lighting techniques, green screen techniques, syncing sound effects to video, and editing video to be used as storytelling medium.

3 Credit hours

36 Lecture hours

36 Lab hours

206-114 - Animation Application

Incorporates Adobe Animate applications to design dynamic Web advertisements, interactive games and animation. Explores basic Action Script programming. (Prerequisite: 206-104 Interactive Design and Authoring)

3 Credit hours

36 Lecture hours

36 Lab hours

206-120 - Team Production

Students work together in teams to design and create a final multimedia project for a business or internal customer. Emphasizes the project management process from pre-production to post production phases, teamwork, problem solving and decision making. (Prerequisites: 206-114 Animation Application or 207-128 3-D Animation 2; 207-130 Animation 2)

3 Credit hours

18 Lecture hours

72 Lab hours

206-126 - Post-Production

A project-based course that explores intermediate techniques of motion graphic animations utilizing Adobe After Effects. Projects include logo, info-graphic, and special effect animations. (Prerequisite: 206-108 Motion/Visual Effects)

3 Credit hours

36 Lecture hours

36 Lab hours