Multimedia Information Design

The Multimedia Information Design Department at Cincinnati State prepares students to design and produce media content in all formats. The final product might be distributed as an interactive CD or DVD, a component of a mobile device application, a website, a TV or radio commercial, a production for television or movies, or printed information. The target audience may be a few people or many, and the products may be created for educational, entertainment, or commercial use.

The degree programs in this department include:

- Audio/Video Production
- Graphic Design
- Graphic Imaging Technology
- Web and Multimedia Design

All students complete a core set of courses covering basic skills in design and production of media content. Subsequent courses introduce program-specific competencies, ranging from 3-D animation to music video production.

Most of the Multimedia Information Design labs are housed in the College’s Advanced Technology & Learning Center on the Clifton Campus. Students have access to a professional video studio and editing lab, a recording studio and digital mixing labs, usability testing labs, and a full complement of computer labs. Computer hardware and software is comparable to systems used in industry.

Audio/Video Production (AVP)

The Audio/Video Production program at Cincinnati State prepares students to create and manipulate digital audio, video, and graphic images. Career destinations for AVP graduates include broadcast and cable television and other entertainment industries; Web and multimedia development companies; and media production departments in commercial, corporate, and industrial settings.

A significant number of courses required for the degree are scheduled between 8 a.m. and 5 p.m., Monday through Friday. Some of the required courses also are offered in the evening or on weekends.

Graduates earn an Associate of Applied Science degree. Job titles for graduates include video editor, sound designer, videographer, audio/video specialist, compositing artist, motion graphics designer, or production assistant.

Graphic Design (GRD)

Students in the Graphic Design program begin their studies with emphasis on two-dimensional art and design, both traditional and computer-based, using industry-standard software products. After successful completion of a required portfolio review process, students focus on advanced skills such as brand design and implementation, and motion design.

Currently many courses required for the degree are scheduled between 8 a.m. and 5 p.m., Monday through Friday. Some of the required courses also are offered in the evening or on weekends.

Graduates earn an Associate of Applied Science degree. Job titles for graduates include graphic designer, motion designer, production artist, or web graphics/interface designer.

Graphic Imaging Technology (GIT)

The Graphic Imaging Technology program prepares students for professional careers in printing, publishing, packaging, and related industries. The core course ensure that graduates have the skills and knowledge required for most entry-level jobs in the field. Students learn the processes for creating art and publishing materials from idea generation to production. Students also gain hands-on experience producing printed materials using the major printing processes, including offset lithography, packaging (flexography), screen printing, and digital printing. Coursework emphasizes individual and team laboratory performance, while stressing the development of creativity and problem-solving skills. Graduates earn an Associate of Applied Science degree.

Web and Multimedia Design (WEBM)

The Web and Multimedia Design degree program prepares students to design and deliver interactive multimedia content for web, CD, DVD, and kiosk deployment. Students gain the knowledge and skills needed to create original digital art used to integrate text, images, animation, video, and other content into effective web and interactive multimedia products.

Graduates of the program earn an Associate of Applied Science degree. Job titles for graduates include web designer, web applications developer, multimedia designer/ animator, multimedia designer, multimedia developer, web/multimedia project manager, user interface designer, web/multimedia graphics designer, eBusiness developer, or interactive multimedia designer.
For more information, please contact the Center for Innovative Technologies at (513) 569-1743.

### Audio/Video Production (AVP)

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### Electives

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**Graphic Design (GRD)**

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### Electives

**First Year Experience Elective**

- FYE 100 College Survival Skills 1
- FYE 105 College Success Strategies 2
- FYE 110 Community College Experience 3

**English Composition Elective**

- ENG 102 English Composition 2: Contemporary Issues 3
- ENG 103 English Composition 2: Writing about Literature 3
- ENG 104 English Composition 2: Technical Communication 3
- ENG 105 English Composition 2: Business Communication 3

**Interactive Media Elective**

- GRD 250 User Interface Design and Implementation 3
- WEB 112 Web Development 2 3

**Animation Elective**

- AVP 240 Motion Graphics/ Compositing: After- Effects 3
- GRD 260 3D Visualization 5

**Social/Behavioral Science Elective**

- Any CRJ, ECO, GEO, HST, LBR, POL, PSY, SOC 3

### Graphic Imaging Technology (GIT)

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**Electives**

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**Social/Behavioral Science Elective**

- Any CRJ, SOC, PSY, ECO, HST, GEO, LBR, POL: 3
# Web and Multimedia Design (WEBM)

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## Electives

### First Year Experience Elective

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<td>FYE 105</td>
<td>College Success Strategies</td>
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FYE 110  Community College Experience 3

**English Composition Elective**

ENG 102  English Composition 2: Contemporary Issues 3
ENG 103  English Composition 2: Writing about Literature 3
ENG 104  English Composition 2: Technical Communication 3
ENG 105  English Composition 2: Business Communication 3

**Social/Behavioral Science Elective**

Any CRJ, ECO, GEO, HST, LBR, POL, PSY, SOC 3

**Technical Electives**

Any AVP, GRD, MID, TC, WEB 6

IT 111  Database Design and SQL 1 4
IT 112  Database Design and SQL 2 3
IT 140  PHP and MySQL 4
SET 110  HTML for Programmers 3

**Faculty**

**Program Chairs/Advisors**

AVP Program Chair: Professor David Killen, BA
david.killen@cincinnatistate.edu

AVP Program Advisor: Christian Appleby, BA
Christian.appleby@cincinnatistate.edu

GIT Program Chair: Professor Kathleen Freed, BA
kathleen.freed@cincinnatistate.edu

GRD Program Chair: Professor Jason Caudill, MS
jason.caudill@cincinnatistate.edu

WEBM Program Chair: Professor David Hoctor, BA
david.hoctor@cincinnatistate.edu

**Co-op Coordinator (All programs)**

Professor Andrea Feld, BA
andrea.feld@cincinnatistate.edu

**AVP Courses**

**AVP 100 Introduction to Audio/Video Production**

4 Credits. 4 Lecture Hours. 1 Lab Hour.

A course on foundation principles of videography and lighting, audio and sound design, and video editing and post production. Topics include: industry vocabulary, workflow, and professional practices.

Prerequisites: AFL 085 and AFM 092, or appropriate placement test scores

**AVP 110 Videography: Single Camera Production & Lighting**

3 Credits. 2 Lecture Hours. 3 Lab Hours.

A course on concepts and techniques for single camera video production. Topics include: industry terminology, pre-production and planning, camera types and formats, shot composition, and use of gripping and support equipment.

Prerequisites: AVP 100 and MID 110 and ART 125 (minimum grade C for all)

**AVP 120 Digital Video Editing**

3 Credits. 2 Lecture Hours. 3 Lab Hours.

A course on non-linear digital video editing, with additional focus on storytelling and production workflow. Topics include: session set up, media management and acquisition, basic editing techniques, and output and delivery.

Prerequisites: AVP 110 (minimum grade C)

**AVP 130 Audio: Editing & Mixing**

3 Credits. 2 Lecture Hours. 3 Lab Hours.

A course on concepts and techniques for digital audio editing and mixing using ProTools HD and LE systems. Topics include: session set-up, routing, signal flow, equalization, dynamics control, and delivery.

Prerequisites: AVP 100 and MID 110 and ART 125 (minimum grade C for all)
AVP 191 Part-Time Cooperative Education 1: Audio/Video Production
1 Credit. 1 Lecture Hour. 20 Lab Hours.
Students seeking an associate’s degree participate in their first part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: None

AVP 192 Part-Time Cooperative Education 2: Audio/Video Production
1 Credit. 1 Lecture Hour. 20 Lab Hours.
Students seeking an associate’s degree participate in their second part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: AVP 191

AVP 193 Part-Time Cooperative Education 3: Audio/Video Production
1 Credit. 1 Lecture Hour. 20 Lab Hours.
Students seeking an associate’s degree participate in their third part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: AVP 192

AVP 194 Part-Time Cooperative Education 4: Audio/Video Production
1 Credit. 1 Lecture Hour. 20 Lab Hours.
Students seeking an associate’s degree participate in their fourth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: AVP 193

AVP 195 Part-Time Cooperative Education 5: Audio/Video Production
1 Credit. 1 Lecture Hour. 20 Lab Hours.
Students seeking an associate’s degree participate in their fifth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: AVP 194

AVP 196 Part-Time Cooperative Education 6: Audio/Video Production
1 Credit. 1 Lecture Hour. 20 Lab Hours.
Students seeking an associate’s degree participate in their sixth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: AVP 195

AVP 198 First Year Special Topics in Audio/Video Production
1-9 Credits. 0 Lecture Hour. 0 Lab Hour.
A course on selected topics related to Audio/Video Production, which gives students opportunities to study information not currently covered in other courses. Grades issued are A, B, C, D, or F.
Prerequisites: Instructor Approval

AVP 199 First Year Independent Project in Audio/Video Production
1-9 Credits. 0 Lecture Hour. 0 Lab Hour.
A project related to Audio/Video Production that is completed by one or more students to meet specific educational goals. Projects must have prior approval and supervision by Audio/Video Production faculty. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: Instructor Approval

AVP 210 Videography- Multi Camera Production and Lighting
3 Credits. 2 Lecture Hours. 3 Lab Hours.
A course on concepts and techniques for multi camera video production. Topics include: industry terminology, pre-production and planning, camera types and formats, shot composition, and use of gripping and support equipment.
Prerequisites: AVP 110 (minimum grade C)

AVP 220 Video Editing and Compositing
3 Credits. 2 Lecture Hours. 3 Lab Hours.
A course on advanced concepts and techniques for video editing. Topics include: text and motion graphics, compositing, color correction, keyframing, and multicamera editing and effects.
Prerequisites: AVP 120 (minimum grade C)
AVP 230 Audio: Production/Sound Design  
3 Credits. 2 Lecture Hours. 3 Lab Hours.  
A course on advanced concepts and techniques for audio production. Topics include: voice recording and direction, sound effects creation, music and editing, and mix-to-picture techniques.  
Prerequisites: AVP 130 (minimum grade C)  

AVP 240 Motion Graphics/Compositing: After-Effects  
3 Credits. 2 Lecture Hours. 3 Lab Hours.  
A course on professional techniques for using Adobe After Effects in video post-production of movies and commercials.  
Prerequisites: GRD 210, GRD 215, or GRD 220 (minimum grade C for all)  

AVP 250 Alternate Editing Platforms-Video  
2 Credits. 1 Lecture Hour. 2 Lab Hours.  
A course on varieties of industry-standard software and hardware used for video editing.  
Prerequisites: AVP 220 (minimum grade C)  

AVP 255 Advanced Lighting Techniques  
2 Credits. 1 Lecture Hour. 2 Lab Hours.  
A course on advanced lighting techniques. Topics include: principles of electricity, color theory, and gripping and lighting for various digital media formats.  
Prerequisites: AVP 210 (minimum grade C)  

AVP 260 Color Grading, Correction and Continuity  
2 Credits. 1 Lecture Hour. 2 Lab Hours.  
A course on techniques for color correction and color grading. Topics include: balance and continuity, and creating emotional and special effect.  
Prerequisites: AVP 220 (minimum grade C)  

AVP 265 Video Compression- DVD Authoring  
2 Credits. 1 Lecture Hour. 2 Lab Hours.  
A course on techniques for video compression and DVD authoring. Topics include: past and current video file CODEC and format types, and file delivery and compatibility.  
Prerequisites: AVP 220 (minimum grade C)  

AVP 270 Alternate Editing Platforms-Audio  
2 Credits. 1 Lecture Hour. 2 Lab Hours.  
A course on varieties of industry-standard software and hardware used for audio editing.  
Prerequisites: AVP 230 (minimum grade C)  

AVP 275 Advanced Audio Mixing-5.1 Surrounded  
2 Credits. 1 Lecture Hour. 2 Lab Hours.  
A course on advanced mix techniques using five-channel (5.1) surround sound. Topics include: bass management, recording for surround, and final output.  
Prerequisites: AVP 230 (minimum grade C)  

AVP 280 Multi Track Recording Techniques  
2 Credits. 1 Lecture Hour. 2 Lab Hours.  
A course on techniques for multi-track recording from pre-production through final mix. Topics include: session flow and management, microphone placement, and mixing techniques.  
Prerequisites: AVP 230 (minimum grade C)  

AVP 285 AVP Independent Project  
3 Credits. 2 Lecture Hours. 3 Lab Hours.  
Qualified students work individually or with an approved team from concept to completion on a media production project, and present the results to reviewers. Topic and outline must be presented to a jury of instructors, and approved prior to course registration. Students who do not successfully complete the course may make one additional attempt.  
Prerequisites: Audio/Video Production Program Chair consent, and minimum 3.0 GPA  
Instructor Consent Required  

AVP 290 Audio/Video Production Capstone  
3 Credits. 2 Lecture Hours. 3 Lab Hours.  
Qualified students work in structured teams to develop audio and video deliverables for an external client, and present the results to reviewers. Activities include audience, client, and market analysis; and all phases of production including pre- and post. Students who do not successfully complete the course may make one additional attempt.  
Prerequisites: Audio/Video Program Chair consent, and minimum 2.5 GPA  
Instructor Consent Required
AVP 291 Full-Time Cooperative Education 1: Audio/Video Production
2 Credits. 1 Lecture Hour. 40 Lab Hours.
Students seeking an associate's degree participate in their first full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: None

AVP 292 Full-Time Cooperative Education 2: Audio/Video Production
2 Credits. 1 Lecture Hour. 40 Lab Hours.
Students seeking an associate's degree participate in their second full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: AVP 291

AVP 293 Full-Time Cooperative Education 3: Audio/Video Production
2 Credits. 1 Lecture Hour. 40 Lab Hours.
Students seeking an associate's degree participate in their third full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: AVP 292

AVP 294 Internship 1: Audio/Video Production
2 Credits. 1 Lecture Hour. 40 Lab Hours.
Students seeking an associate's degree participate in their first unpaid field learning experience related to their degree. Students must follow applicable policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: MID 190

AVP 295 Internship 2: Audio/Video Production
2 Credits. 1 Lecture Hour. 40 Lab Hours.
Students seeking an associate's degree participate in their second unpaid field learning experience related to their degree. Students must follow applicable policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: AVP 294

AVP 298 Second Year Special Topics in Audio/Video Production
1-9 Credits. 0 Lecture Hour. 0 Lab Hour.
A course on selected topics related to Audio/Video Production, which gives students opportunities to study information not currently covered in other courses. Grades issued are A, B, C, D, or F.
Prerequisites: Instructor Approval

AVP 299 Second Year Independent Project in Audio/Video Production
1-9 Credits. 0 Lecture Hour. 0 Lab Hour.
A project related to Audio/Video Production that is completed by one or more students to meet specific educational goals. Projects must have prior approval and supervision by Audio/Video Production faculty. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: Instructor Approval

GIT Courses

GIT 100 Introduction to Graphic Imaging Technology
3 Credits. 2 Lecture Hours. 2 Lab Hours.
A course on evaluating printing processes. Topics include: lithography, flexography, screen, gravure, and digital-on-demand presses for print media; packaging options for advertising processes such as metal can, corrugated, and plastic packaging; and digital-on-demand presses for packaging.
Prerequisites: None

GIT 105 Ink and Substrates
3 Credits. 3 Lecture Hours. 0 Lab Hour.
A course on physical characteristics, manufacturing processes, and print industry uses for ink and paper. Topics include: how ink components affect color, drying properties of ink, printing substrates, and cost factors related to ink and paper choices.
Prerequisites: None

GIT 115 Adobe InDesign
3 Credits. 2 Lecture Hours. 3 Lab Hours.
A course on using Adobe InDesign software to create and publish documents for print, web, or mobile devices. Topics include: master pages, styles, images, print production, optimized PDF files, and variable data.
Prerequisites: None

GIT 120 Digital Photography and Imaging
3 Credits. 2 Lecture Hours. 3 Lab Hours.
A course on producing quality images with digital cameras. Topics include: lighting; color balance; exposure; retouching; and reproducing images for uses including web, digital output devices, and printing presses.
Prerequisites: None
Multimedia Information Design

GIT 130 Letterpress Printing
3 Credits. 2 Lecture Hours. 2 Lab Hours.
An introduction to traditional methods of letterpress printing using a Heidelberg Platen press and a proofing press. Topics include: history of printing, basic typography, design and printing techniques using lead and hot metal type, and hand-carving linoleum blocks to make custom artwork.
Prerequisites: None

GIT 191 Part-Time Cooperative Education 1: Graphic Imaging Technology
1 Credit. 1 Lecture Hour. 20 Lab Hours.
Students seeking an associate’s degree participate in their first part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: BUS 190

GIT 192 Part-Time Cooperative Education 2: Graphic Imaging Technology
1 Credit. 1 Lecture Hour. 20 Lab Hours.
Students seeking an associate’s degree participate in their second part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: GIT 191

GIT 193 Part-Time Cooperative Education 3: Graphic Imaging Technology
1 Credit. 1 Lecture Hour. 20 Lab Hours.
Students seeking an associate’s degree participate in their third part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: GIT 192

GIT 194 Part-Time Cooperative Education 4: Graphic Imaging Technology
1 Credit. 1 Lecture Hour. 20 Lab Hours.
Students seeking an associate’s degree participate in their fourth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: GIT 193

GIT 195 Part-Time Cooperative Education 5: Graphic Imaging Technology
1 Credit. 1 Lecture Hour. 20 Lab Hours.
Students seeking an associate’s degree participate in their fifth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: GIT 194

GIT 196 Part-Time Cooperative Education 6: Graphic Imaging Technology
1 Credit. 1 Lecture Hour. 20 Lab Hours.
Students seeking an associate’s degree participate in their sixth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: GIT 195

GIT 198 First Year Special Topics in Graphic Imaging Technology
1-9 Credits. 0 Lecture Hour. 0 Lab Hour.
A course on selected topics related to Graphics, which gives students opportunities to study information not currently covered in other courses. Grades issued are A, B, C, D, or F.
Prerequisites: Vary by section

GIT 199 First Year Independent Project in Graphic Imaging Technology
1-9 Credits. 0 Lecture Hour. 0 Lab Hour.
A project related to Graphics that is completed by one or more students to meet specific educational goals. Projects must have prior approval and supervision by Graphics faculty. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: Vary by section

GIT 200 Digital Imaging and Publishing
3 Credits. 1 Lecture Hour. 6 Lab Hours.
A course on digital printing and output methods. Topics include: digital print processes and equipment, variable data fundamentals, database applications, and emerging technologies. Students must attend tours of companies using current printing and publishing technologies.
Prerequisites: GIT 100 and GRD 110
GIT 215 Applied 2D Graphics: Graphic Imaging Technology
3 Credits. 2 Lecture Hours. 3 Lab Hours.
A course on using page layout, vector, and image editing software applications for high-end production processes. Topics include: file construction, resolution of files and devices, trapping techniques, retouching, preflighting, color separations, profiling, color correction, variable data, and proofing.
Prerequisites: GIT 115 and GRD 110

GIT 220 Screen Printing
3 Credits. 1 Lecture Hour. 6 Lab Hours.
A course on fundamentals of operating manual and semi-automatic screen printing presses. Topics include: file preparation, frames, mesh, emulsions, inks and additives, and printing on varied substrates and odd-shaped objects.
Prerequisites: GIT 100 and GRD 110

GIT 230 Print Media Workflow
3 Credits. 3 Lecture Hours. 0 Lab Hour.
A course on determining printing job costs, emphasizing paper used in sheet-fed offset and flexographic printing. Topics include: cost factors, computer-assisted estimation and scheduling, file processing in a color-managed environment, and web-based job tracking.
Prerequisites: GIT 100 and GIT 105

GIT 240 Flexographic Printing Methods
3 Credits. 1 Lecture Hour. 6 Lab Hours.
A course on fundamental principles and practices of the flexographic printing industry. Topics include: artwork preparation, prepress, plates and platemaking, inks, substrates, tooling, presswork, and finishing operations unique to flexography.
Prerequisites: GIT 100 and GRD 110

GIT 250 Offset Printing Methods
3 Credits. 1 Lecture Hour. 6 Lab Hours.
A course on high quality sheet-fed and web-fed offset printing and digital high-volume printing. Topics include: color consistency, controlling dot gain and slur, plugging halftones, maintaining ink and dampening systems, and using quality control production devices.
Prerequisites: GIT 200

GIT 255 Graphic Imaging Production Processes
3 Credits. 2 Lecture Hours. 3 Lab Hours.
A course on preparing art for professional printing processes. Topics include: survey of print processes such as lithography, flexography, gravure, and screen printing; file construction; design considerations; and standards for evaluating printed materials.
Prerequisites: GRD 215 and GRD 230

GIT 290 Graphic Imaging Technology Capstone
3 Credits. 2 Lecture Hours. 3 Lab Hours.
Students complete activities that demonstrate their knowledge of concepts and techniques in Graphic Imaging Technology.
Prerequisites: Graphic Imaging Technology Program Chair consent, and minimum 2.5 GPA
Instructor Consent Required

GIT 291 Full-Time Cooperative Education 1: Graphic Imaging Technology
2 Credits. 1 Lecture Hour. 40 Lab Hours.
Students seeking an associate's degree participate in their first full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: BUS 190

GIT 292 Full-Time Cooperative Education 2: Graphic Imaging Technology
2 Credits. 1 Lecture Hour. 40 Lab Hours.
Students seeking an associate's degree participate in their second full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: GIT 291

GIT 293 Full-Time Cooperative Education 3: Graphic Imaging Technology
2 Credits. 1 Lecture Hour. 40 Lab Hours.
Students seeking an associate's degree participate in their third full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: GIT 292

GIT 298 Second Year Special Topics in Graphic Imaging Technology
1-9 Credits. 0 Lecture Hour. 0 Lab Hour.
A course on selected topics related to Graphics, which gives students opportunities to study information not currently covered in other courses. Grades issued are A, B, C, D, or F.
Prerequisites: Vary by section
GIT 299 Second Year Independent Project in Graphic Imaging Technology
1-9 Credits. 0 Lecture Hour. 0 Lab Hour.
A project related to Graphics that is completed by one or more students to meet specific educational goals. Projects must have prior approval and supervision by Graphics faculty. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: Vary by section

GRD Courses

GRD 110 Beginning 2D Graphics
3 Credits. 2 Lecture Hours. 3 Lab Hours.
An introduction to concepts and techniques for digital design. Topics include: vector-based and raster-based graphics, emphasizing color and composition.
Prerequisites: MID 110 and ART 125 (minimum grade C for both)

GRD 150 Design Concepts: Typography
3 Credits. 2 Lecture Hours. 3 Lab Hours.
A course on the use of typography as a design element in short-form and long-form applications. Topics include: typography as image, and anatomy of type.
Prerequisites: GRD 110, ENG 101 or ENG REQC (minimum grade C for both)

GRD 191 Part-Time Cooperative Education 1: Graphic Design
1 Credit. 1 Lecture Hour. 20 Lab Hours.
Students seeking an associate's degree participate in their first part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: None

GRD 192 Part-Time Cooperative Education 2: Graphic Design
1 Credit. 1 Lecture Hour. 20 Lab Hours.
Students seeking an associate's degree participate in their second part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: GRD 191

GRD 193 Part-Time Cooperative Education 3: Graphic Design
1 Credit. 1 Lecture Hour. 20 Lab Hours.
Students seeking an associate's degree participate in their third part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: GRD 192

GRD 194 Part-Time Cooperative Education 4: Graphic Design
1 Credit. 1 Lecture Hour. 20 Lab Hours.
Students seeking an associate's degree participate in their fourth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: GRD 193

GRD 195 Part-Time Cooperative Education 5: Graphic Design
1 Credit. 1 Lecture Hour. 20 Lab Hours.
Students seeking an associate's degree participate in their fifth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: GRD 194

GRD 196 Part-Time Cooperative Education 6: Graphic Design
1 Credit. 1 Lecture Hour. 20 Lab Hours.
Students seeking an associate's degree participate in their sixth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: GRD 195

GRD 198 First Year Special Topics in Graphic Design
1-9 Credits. 0 Lecture Hour. 0 Lab Hour.
A course on selected topics related to Graphic Design, which gives students opportunities to study information not currently covered in other courses. Grades issued are A, B, C, D, or F.
Prerequisites: Instructor Approval
GRD 199 First Year Independent Project in Graphic Design
1-9 Credits. 0 Lecture Hour. 0 Lab Hour.
A project related to Graphic Design that is completed by one or more students to meet specific educational goals. Projects must have prior approval and supervision by Graphic Design faculty. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: Instructor Approval

GRD 200 Graphic Design Portfolio Review
1 Credit. 1 Lecture Hour. 0 Lab Hour.
An assessment of skills required to enter upper-level courses in the Graphic Design program, including a technical skills exam and presenting a portfolio to a panel of evaluators. Students receive grades of Satisfactory or Unsatisfactory, and must pass the course to be eligible for cooperative education assignments. Those who do not pass may make one additional attempt.
Prerequisites: Graphic Design Program Chair consent
Instructor Consent Required

GRD 210 Applied 2D Graphics: Audio/Video Production
3 Credits. 2 Lecture Hours. 3 Lab Hours.
A continuation of GRD 110, focusing on creating 2D graphics for use in on-screen video applications.
Prerequisites: GRD 110 (minimum grade C)

GRD 215 Applied 2D Graphics: GRD
3 Credits. 2 Lecture Hours. 3 Lab Hours.
A continuation of GRD 110, focusing on creating 2D graphics for print and graphic design applications.
Prerequisites: GRD 110 (minimum grade C)

GRD 220 Applied 2D Graphics: Web Design
3 Credits. 2 Lecture Hours. 3 Lab Hours.
A continuation of GRD 110, focusing on creating 2D graphics for Web and multimedia applications.
Prerequisites: GRD 110, WEB 111 (minimum grade C for both)

GRD 230 Brand Identity Development
3 Credits. 2 Lecture Hours. 3 Lab Hours.
A course on the development of strong brand identity concepts and materials for products and organizations. Topics include: analyzing existing brands, creating new brand identities, and developing brand standards manuals.
Prerequisites: GRD 200

GRD 240 Packaging Design
3 Credits. 2 Lecture Hours. 3 Lab Hours.
A course on 2D design for product packaging. Topics include: analyzing audiences, creating basic die lines, and ensuring design continuity from surface to surface.
Prerequisites: GRD 200, GRD 215

GRD 250 User Interface Design and Implementation
3 Credits. 2 Lecture Hours. 3 Lab Hours.
A course on designing and implementing the interface for web and mobile products, using Adobe Muse and WordPress software.
Prerequisites: GRD 110 and WEB 111

GRD 260 3D Visualization
5 Credits. 3 Lecture Hours. 4 Lab Hours.
An introduction to 3D concepts and skills using Maya software. Topics include: polygon, NURBS, and subdivision surface modeling; texturing; animation; lighting; rendering; interaction of soft and rigid body solvers; dynamics; and manipulation of 3D attributes using nodes and connections.
Prerequisites: GRD 200

GRD 285 Graphic Design Independent Final Project
3 Credits. 2 Lecture Hours. 3 Lab Hours.
Qualified students work individually or with an approved team from concept to completion on a graphic design project, and present the results to reviewers. Topic and outline must be presented to a jury of instructors, and approved prior to course registration. Students who do not successfully complete the course may make one additional attempt.
Prerequisites: Graphic Design Program Chair consent, and minimum 3.0 GPA
Instructor Consent Required

GRD 290 Graphic Design Capstone
3 Credits. 2 Lecture Hours. 3 Lab Hours.
Qualified students work in structured teams to develop graphic design deliverables for an external client, and present the results to reviewers. Activities include audience, client, and market analysis; and all phases of production of materials. Students who do not successfully complete the course may make one additional attempt.
Prerequisites: Graphic Design Program Chair consent, and minimum 2.5 GPA
Instructor Consent Required
GRD 291 Full-Time Cooperative Education 1: Graphic Design
2 Credits. 1 Lecture Hour. 40 Lab Hours.
Students seeking an associate's degree participate in their first full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: None

GRD 292 Full-Time Cooperative Education 2: Graphic Design
2 Credits. 1 Lecture Hour. 40 Lab Hours.
Students seeking an associate's degree participate in their second full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: GRD 291

GRD 293 Full-Time Cooperative Education 3: Graphic Design
2 Credits. 1 Lecture Hour. 40 Lab Hours.
Students seeking an associate's degree participate in their third full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: GRD 292

GRD 294 Internship 1: Graphic Design
2 Credits. 1 Lecture Hour. 40 Lab Hours.
Students seeking an associate's degree participate in their first unpaid field learning experience related to their degree. Students must follow applicable policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: MID 190, GRD 200

GRD 295 Internship 2: Graphic Design
2 Credits. 1 Lecture Hour. 40 Lab Hours.
Students seeking an associate's degree participate in their second unpaid field learning experience related to their degree. Students must follow applicable policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: GRD 294

GRD 298 Second Year Special Topics in Graphic Design
1-9 Credits. 0 Lecture Hour. 0 Lab Hour.
A course on selected topics related to Graphic Design, which gives students opportunities to study information not currently covered in other courses. Grades issued are A, B, C, D, or F.
Prerequisites: Instructor Approval

GRD 299 Second Year Independent Project in Graphic Design
1-9 Credits. 0 Lecture Hour. 0 Lab Hour.
A project related to Graphic Design that is completed by one or more students to meet specific educational goals. Projects must have prior approval and supervision by Graphic Design faculty. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: Instructor Approval

MID Courses

MID 110 Digital Media Concepts
3 Credits. 2 Lecture Hours. 2 Lab Hours.
An introduction to operating systems, software, hardware, and peripheral equipment used to create, revise, and produce content for multimedia products.
Prerequisites: AFL 085 or appropriate placement test score

MID 120 Drawing Fundamentals for Multimedia Information Design
3 Credits. 2 Lecture Hours. 3 Lab Hours.
A course on fundamental drawing techniques used in multimedia fields. Topics include: sketching, 3-D drawing, conceptual drawing, and architectural drawing.
Prerequisites: None

MID 125 Storyboarding
2 Credits. 1 Lecture Hour. 2 Lab Hours.
A course on fundamentals of storyboarding for video, animation, multimedia, and web. Topics include: traditional drawing and digital illustration, image acquisition and composition, shot framing and description, and industry standards for labeling.
Prerequisites: None

MID 190 Career Preparation: Multimedia Information Design
2 Credits. 2 Lecture Hours. 0 Lab Hour.
A course on career planning for students seeking employment in multimedia fields. Topics include: self assessment, career research, resume development, interview skills and job hunting strategies, and cooperative education policies and procedures.
Prerequisites: MID 110 and ART 125, or AVP 100 (minimum grade C for all)
WEB Courses

WEB 111 Web Development 1
3 Credits. 2 Lecture Hours. 3 Lab Hours.
An introduction to website design using XHTML and HTML5.
Prerequisites: None

WEB 112 Web Development 2
3 Credits. 2 Lecture Hours. 3 Lab Hours.
A continuation of WEB 111. Topics include: advanced use of cascading style sheets, and ensuring multi-platform and cross-browser usability of websites.
Prerequisites: WEB 111 (minimum grade C)

WEB 130 Web Programming: JavaScript
3 Credits. 2 Lecture Hours. 3 Lab Hours.
A course on fundamentals of the JavaScript scripting language.
Prerequisites: WEB 111 (minimum grade C)

WEB 191 Part-Time Cooperative Education 1: Web & Multimedia Design
1 Credit. 1 Lecture Hour. 20 Lab Hours.
Students seeking an associate's degree participate in their first part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: None

WEB 192 Part-Time Cooperative Education 2: Web & Multimedia Design
1 Credit. 1 Lecture Hour. 20 Lab Hours.
Students seeking an associate's degree participate in their second part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: WEB 191

WEB 193 Part-Time Cooperative Education 3: Web & Multimedia Design
1 Credit. 1 Lecture Hour. 20 Lab Hours.
Students seeking an associate's degree participate in their third part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: WEB 192

WEB 194 Part-Time Cooperative Education 4: Web & Multimedia Design
1 Credit. 1 Lecture Hour. 20 Lab Hours.
Students seeking an associate's degree participate in their fourth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: WEB 193

WEB 195 Part-Time Cooperative Education 5: Web & Multimedia Design
1 Credit. 1 Lecture Hour. 20 Lab Hours.
Students seeking an associate's degree participate in their fifth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: WEB 194

WEB 196 Part-Time Cooperative Education 6: Web & Multimedia Design
1 Credit. 1 Lecture Hour. 20 Lab Hours.
Students seeking an associate's degree participate in their sixth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: WEB 195

WEB 198 First Year Special Topics in Web & Multimedia Design
1-9 Credits. 0 Lecture Hour. 0 Lab Hour.
A course on selected topics related to Web & Multimedia Design, which gives students opportunities to study information not currently covered in other courses. Grades issued are A, B, C, D, or F.
Prerequisites: Instructor Approval
WEB 199 First Year Independent Project in Web & Multimedia Design  
1-9 Credits. 0 Lecture Hour. 0 Lab Hour. 
A project related to Web & Multimedia Design that is completed by one or more students to meet specific educational goals. Projects must have prior approval and supervision by Web & Multimedia Design faculty. Grades issued are Satisfactory or Unsatisfactory. 
Prerequisites: Instructor Approval 

WEB 200 Web Design Portfolio Review  
3 Credits. 2 Lecture Hours. 3 Lab Hours. 
An assessment of skills required to enter upper-level courses in the Web & Multimedia Design program, including a technical skills exam and presenting a portfolio to a panel of evaluators. Students receive grades of Satisfactory or Unsatisfactory, and must pass the course to be eligible for cooperative education assignments. Those who do not pass may make one additional attempt. 
Prerequisites: Web Multimedia Design Program Chair consent 

WEB 220 Animated and Interactive Web Content  
3 Credits. 2 Lecture Hours. 3 Lab Hours. 
A course on professional techniques for using Adobe Flash. Topics include: animating, creating and manipulating images; and creating interactive websites and menus. 
Prerequisites: WEB 111 (minimum grade C) 

WEB 235 Responsive Web Design  
3 Credits. 2 Lecture Hours. 3 Lab Hours. 
A course on designing websites using a responsive web design approach to provide optimal viewing experiences across a range of devices including mobile phones, tablets, laptop and desktop computers. Topics include: fluid proportion-based grids, flexible images, and CSS3 media queries. 
Prerequisites: WEB 112 

WEB 240 Web Development: Advanced Topics  
3 Credits. 2 Lecture Hours. 3 Lab Hours. 
A course on current concepts and techniques used in web design. Topics include: content management systems, and mobile applications. 
Prerequisites: WEB 112 (minimum grade C) 

WEB 285 Web & Multimedia Design Independent Final Project  
3 Credits. 2 Lecture Hours. 3 Lab Hours. 
Qualified students work individually or with an approved team from concept to completion on a web and multimedia design project, and present the results to reviewers. Topic and outline must be presented to a jury of instructors, and approved prior to course registration. Students who do not successfully complete the course may make one additional attempt. 
Prerequisites: Web Design Program Chair consent, and minimum 3.0 GPA 
Instructor Consent Required 

WEB 290 Web & Multimedia Design Capstone  
3 Credits. 2 Lecture Hours. 3 Lab Hours. 
Qualified students work in structured teams to develop web and multimedia deliverables for an external client, and present the results to reviewers. Activities include audience, client, and market analysis; and all phases of production of materials. Students who do not successfully complete the course may make one additional attempt. 
Prerequisites: Web Multimedia Design Program Chair consent, and minimum 2.5 GPA 
Instructor Consent Required 

WEB 291 Full-Time Cooperative Education 1: Web & Multimedia Design  
2 Credits. 1 Lecture Hour. 40 Lab Hours. 
Students seeking an associate’s degree participate in their first full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory. 
Prerequisites: None 

WEB 292 Full-Time Cooperative Education 2: Web & Multimedia Design  
2 Credits. 1 Lecture Hour. 40 Lab Hours. 
Students seeking an associate’s degree participate in their second full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory. 
Prerequisites: WEB 291 

WEB 293 Full-Time Cooperative Education 3: Web & Multimedia Design  
2 Credits. 1 Lecture Hour. 40 Lab Hours. 
Students seeking an associate’s degree participate in their third full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory. 
Prerequisites: WEB 292
WEB 294 Internship 1: Web Design
2 Credits. 1 Lecture Hour. 40 Lab Hours.
Students seeking an associate's degree participate in their first unpaid field learning experience related to their degree. Students must follow applicable policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: MID 190, WEB 200

WEB 295 Internship 2: Web Design
2 Credits. 1 Lecture Hour. 40 Lab Hours.
Students seeking an associate's degree participate in their second unpaid field learning experience related to their degree. Students must follow applicable policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: WEB 294

WEB 298 Second Year Special Topics in Web & Multimedia Design
1-9 Credits. 0 Lecture Hour. 0 Lab Hour.
A course on selected topics related to Web & Multimedia Design, which gives students opportunities to study information not currently covered in other courses. Grades issued are A, B, C, D, or F.
Prerequisites: Instructor Approval

WEB 299 Second Year Independent Project in Web & Multimedia Design
1-9 Credits. 0 Lecture Hour. 0 Lab Hour.
A project related to Web & Multimedia Design that is completed by one or more students to meet specific educational goals. Projects must have prior approval and supervision by Web & Multimedia Design faculty. Grades issued are Satisfactory or Unsatisfactory.
Prerequisites: Instructor Approval