DMT 105 Symbolism & Logo Design

3 Hours

Prerequisites: None

4 hours weekly (2-2)

This course will teach students the Adobe Illustrator program, which is the industry standard for vector-based design in the graphic arts field. Students will use universal symbols and visual communication to create their own designs and illustrations.

DMT 115 Layout Design

3 Hours

Prerequisites: None

4 hours weekly (2-2)

InDesign is the program for page layout artists. It is used to create high end advertisements, lay out magazines and books, as well as other print projects that need exacting typographic and layout specifications. In this course, you will learn how to implement InDesign into the daily workflow of your design career. You will also break down actual ad and layout designs from brochures and newspapers to discuss how these can be built within InDesign.

DMT 160 Typography

3 Hours

Prerequisites: None

4 hours weekly (2-2)

Students will study the history of lettering from ancient symbols to today's digital technology. Students will also study various type families, become familiar with the terminology, and practice the art of hand lettering. Students will learn the art of designing with type and become familiar with different 'moods' or feel the typography can have for different occasions. Students will also learn different styles of type used throughout history. Emphasis on rules for proper letter spacing, word spacing and the arrangement of type for maximum readability will be stressed.

DMT 170 Video Game Industry & Design

3 Hours

Prerequisites: None

3 hours weekly (3-0)

Introduction to electronic video game development, processes, and game development careers. This course includes an examination of the history of video games, genres and modes, the game development processes with an emphasis on design elements, assets for games, game industry teams and careers, and managerial roles in the game development and publishing industry.

DMT 185 Production Design Technologies

3 Hours

Prerequisites: None

4 hours weekly (2-2)

In this course, the student will learn a series of steps for creating a printed product. From the conception and execution of a design through editing and production of the finished product, students will learn about various printing processes focusing mainly on offset lithography. Upon completion of this course, the student will have a clear understanding of the four-color printing process and their role as graphic designer in the process.

DMT 205 Digital Imaging Technologies

3 Hours

Prerequisites: None

4 hours weekly (2-2)

Adobe Photoshop is the premier program for photographic manipulation for Graphic Designers and Illustrators. It is used for everything from print to web to video and now 3D. In this course, you will learn how to work within Adobe Photoshop, creating strong visuals for many different mediums. You will learn how to scan images and then modify them for use in your projects using tools with Photoshop. While learning these tools you will learn to manipulate images, create posters, paintings, videos, and 3D advertisements.

DMT 220 Animation I

3 Hours

Prerequisites: None

4 hours weekly (2-2)

Study of animation principles related to the movie and TV advertising industry. Individual projects will include composition, time and space, layering, masking, special effects, and lighting. Windows based computers will be used with other effects software.

DMT 230 Video Production I

3 Hours

Prerequisites: None

4 hours weekly (2-2)

Study basic skills and terms involved in television production. Projects will include set-up, lighting, gathering audio and recording video for corporate production, news, short-films and commercials. Apple based computers will be used in conjunction with Adobe Premiere and other effects software.

DMT 240 Packaging Design

3 Hours

Prerequisites: DMT 185

4 hours weekly (2-2)

This introduction to packaging design will allow students to see the importance of packaging in the marketplace. Students will study brand development, typography, packaging materials, production, and sustainable design. Final pieces will be executed and either photographed or digitally rendered so that each piece is portfolio ready.

DMT 250 Intro to Web Design

3 Hours

Prerequisites: None

4 hours weekly (2-2)

Knowledge of basic Web Design is rapidly becoming a prerequisite skill in many technology-oriented occupations. Even for those who do not intend to enter a career exclusively in web design, the current demand for basic abilities to create and manage a web presence is becoming widely expected. By the end of the course, students should feel comfortable designing web content from scratch or editing existing web content regardless of their chosen career path.

DMT 260 Interactive Design

3 Hours

Prerequisites: None

4 hours weekly (2-2)

Students will study all aspects of interactive digital media and how it is becoming a necessary skill in today's ever evolving market. The current demand for basic abilities to create and manage online digital media is becoming widely expected. Students will explore subject

matter such as social media, website creation, and app development.

DMT 265 Branding & Multimedia Design

3 Hours

Prerequisites: DMT 105

4 hours weekly (2-2)

Course provides an examination of the role of graphic design in brand identity, logo design, and brand marketing. Topics include current design strategies for developing integrated digital branding solutions and practical application by hands-on experience in designing, application, and presentation of a company identity, logo, and brand program.

DMT 280 Advanced Layout Design

3 Hours

Prerequisites: DMT 115

4 hours weekly (2-2)

In this advanced layout design course, students tackle advanced level projects that push their design skills to the limit. This class capitalizes on the skills learned in DMT 115 and introduces them to new techniques and methods of publication layout and design. Students will continue to learn about newspaper and brochure design, but will also learn new skills including infographics, book layout, and magazine design.