

## Fall 2011, Digital Media Course Descriptions (sophomore only)

### Sophomore Courses Common to Each Digital Media Concentration

#### Fall 2011, Sophomore Courses

#### **DMSO 201-01 Moving Image Design** **3.0 credit hours**

#### **DMSOE 201-01 (open to all majors)**

This course provides an introduction to moving image concepts, concept sourcing and story-telling. Students learn to manipulate images in space and time through non-linear editing, compositing, layering, editing and output. Students also focus on design principles and the elements of motion design with attention to various types of images including typography. *This class may be taken as an elective by students in other departments on a space available basis.*

Faculty TBA

M 8:00 am – 2:20 pm

#### **DMSO 202-01 Idea and Concept Visualization** **3.0 credit hours**

#### **DMSOE 202-01 (open to all majors)**

The process of bringing digital images to life begins with an idea and develops that idea with script, traditional drawing, and story-telling through visualization processes, techniques and finalized animatics. In addition to learning the pre-visualization processes and techniques, students explore elements of today's visualization including editing, timing, narration, sound, and camera angles. *This class may be taken as an elective by students in other departments on a space available basis.*

Faculty TBA

Tues. 8:00 am – 2:20 pm

#### **DMSO 203-01 Computer Modeling I** **3.0 credit hours**

#### **DMSOE 203-01 (open to all majors)**

Students explore basic modeling techniques from traditional drawing and stop-motion animation through the latest 3D computer modeling techniques. Course projects result in a final rendering that can be digitized for video or computer output.

*This class may be taken as an elective by students in other departments on a space available basis.*

Faculty TBA

W 8:00 am – 2:20 pm

#### **DMSO 204-01 Visual Effects Projects I** **3.0 credit hours**

#### **DMSOE 204-01 (open to all majors)**

This acquaints students with traditional visual effects for film and continues with more advanced special visual effects including layering and compositing techniques. The

course explores in-camera and other techniques. Students will also learn 3D projection, which allows images to appear like they're popping out of the screen when the viewer wears 3D glasses.

*This class may be taken as an elective by students in other departments on a space available basis.*

Faculty TBA

Thurs. 8:00 am – 2:20 pm