

MART 314 Introduction to Computer Graphics

MART 314 INTRODUCTION TO COMPUTER GRAPHICS

State of the art computer graphics software are introduced with respect to print, web and motion graphics. Introduction to typography, graphic layout/design fundamentals, web interface design and animation/motion principles and other computer graphics software applications. Following a fine arts approach students generate their own creative content for print and/or electronic publication. *Grade Option (Letter Grade or Pass/No Pass). Degree Credit.*

Units: 3

Hours/semester: 48-54 Lecture; 32-36 TBA; 64-72 Homework

Transfer Credit: CSU, UC

