CA # Digital Art and Animation

The Digital Art and Animation Department provides courses taught by faculty with extensive academic, professional, and industry experience. Students are guided through the department's project based courses to develop the knowledge and skills needed to incorporate the principles of visual communication in their work. Each course provides students with projects and evaluating critiques that challenge their creative problem solving skills. A culminating course (MART 390) provides the opportunity for students to construct their electronic or print portfolio utilizing these projects.

Career Opportunities

The Digital Art and Animation Program prepares students for entry level positions as graphic designers, production art designers, web designers, and production assistants in animation, video, and digital media product development such as game development, interactive CD presentations, and digital video.

Program Learning Outcomes

Students completing this program will be able to:

1. Communicate design concepts clearly and concisely (i.e. visual, oral, and written).
2. Develop competitive industry standard skills in the respective fields.
3. Understand the elements and principles of design through discipline-specific implementation.

Major: Core and Selective Requirements

Complete Core Courses, 21 units		Units
MART 314	Introduction to Computer Graphics	3 units
MART 366	Color Management and Theory	3 units
MART 372	Digital Illustration	3 units
MART 376	Introduction to Digital Imaging	3 units
MART 379	Introduction to Digital Animation	3 units
MART 385	Coding for Designers and Artists	3 units
MART 389	Digital Media Careers	1.5 units
MART 390	Portfolio Creation	1.5 units

Selective Courses, choose a minimum of 6 units from the following:		Units
MART 325	Digital Painting	3 units
MART 362	Introduction to Digital Photography	3 units

MART 371	User Interface/User Experience Design	3 units
MART 378	Digital Page Layout	3 units