computer graphics technology (CGT)

photshop       raster     graphics
CGT 101         4 Credits/Units
22 hours of lecture / 44 hours of lab
Fundamentals of digital imaging using Adobe Photoshop. Focus on software tools and techniques to capture, correct, create and combine images for print and web. Topics include input devices, resolution, tone and color correction, retouching, painting, drawing, image manipulation, compositing, animation, graphic formats, design and reproduction considerations. [GE]

illustrator    vector     graphics
CGT 102         4 Credits/Units
22 hours of lecture / 44 hours of lab
Fundamentals of vector drawing using Adobe Illustrator. Focus on software tools and techniques to draw, trace, transform and combine graphics for print and web. Topics include drawing tools, path editing, shape manipulation, blending, shading, object layering, typography, graphic formats, design and reproduction considerations. [GE]

indesign       page       layout
CGT 103         4 Credits/Units
22 hours of lecture / 44 hours of lab
Fundamentals of page layout using Adobe InDesign. Focus on software tools and techniques to combine text and graphics into visual layouts for print communications. Topics include document design, color and typographic principles, copyfitting, spatial organization, visual hierarchy, file and font management, prepress issues, marketing and printing considerations. [GE]

web            multimedia  content
CGT 104         4 Credits/Units
22 hours of lecture / 44 hours of lab
Introduction to content development strategies used to create and combine multimedia elements for web presentation or mobile communication. Focus on conceptual and visual design, user, client and marketing considerations. Activities include using technologies to produce static and interactive media, motion graphics, 2D animation, integrated audio and visual, and dynamic interfaces. [GE]

user            experience  design
CGT 105         4 Credits/Units
22 hours of lecture / 44 hours of lab
Investigation into the field of usability and interaction design. Focus on strategies and best practices to better understand how to create successful user experiences for web presentation or mobile communication. Topics include usability, interactivity, user research, testing scenarios, navigational models, information architecture and interface design. Students will design and conduct usability testing. [GE]

social          media      exploration
CGT 106         3 Credits/Units
22 hours of lecture / 22 hours of lab
Exploration of current practices in the use of social media and internet resources for professional development, networking, collaboration, communication, marketing and advertising. Focus on the strengths, roles and issues of various social media tools. Activities include developing and implementing a social media strategy for personal branding and professional networking. [GE]

cooperative      work       experience
CGT 199         5 Credits/Units
165 hours of clinical
Prerequisite: Consent of Instructional Unit.
Supervised work experience in an approved job. Completion of specific learning objectives and employer evaluation. Completion of, or concurrent enrollment in HDEV 195, 198 or 200 required. [GE]

web             video      production
CGT 201         4 Credits/Units
22 hours of lecture / 44 hours of lab
Fundamentals of video production for web delivery. Focus on all aspects of the video production workflow from concept to capture to multimedia integration and post-production processing. Topics include conceptual design, storytelling, video shooting techniques, non-linear editing, sound editing, media formats, compression and publishing for web presentation. [GE]

web             design      I
CGT 205         4 Credits/Units
22 hours of lecture / 44 hours of lab
Prerequisite: A grade of "C" or better in CTEC 122 HTML Fundamentals. Fundamentals of web design and site development. Focus on web authoring standards, tools and techniques to conceive, design, produce and publish websites. Topics include client and marketing analysis, information architecture, conceptual and visual design, workflow and team process, coding, content integration and website testing. [GE]

web             design      II
CGT 206         4 Credits/Units
22 hours of lecture / 44 hours of lab
Prerequisite: A grade of "C" or better in CGT 205. Further study in web design and site development. Focus on web authoring trends and strategic methodology to better understand how to extend website functionality and value. Topics include strategies such as cross platform and browser compatibility, content management, search engine optimization, site statistics, accessibility, project management and maintenance planning. [GE]

professional     practices
CGT 214         4 Credits/Units
22 hours of lecture / 44 hours of lab
Prerequisite: Consent of Instructional Unit. Practical experience and understanding of the business of design and freelancing. Emphasis on professional practices and processes. Instructor-supervised professional project development working with clients to design print and web-based communications. May include industry field trips, interviews, research, online or in-person events and team-based projects. [GE]

capstone        practicum
CGT 240         4 Credits/Units
22 hours of lecture / 44 hours of lab
Prerequisite: Consent of Instructional Unit. An opportunity to extend your knowledge through the study of selected topics in your major area of study and to produce a comprehensive portfolio project. Projects must be pre-approved with the instructor. [GE]
SELECTED TOPICS

CGT 280
5 Credits/Units
55 hours of lecture

Prerequisite: Consent of Instructional Unit.
The course focuses on selected topics in Computer Graphics Technology. Topics vary, and course theme and content change to reflect new topics. Because the course varies in content, it is repeatable for credit for different topics. Individual topics are listed in the term class schedules. [GE]

SPECIAL PROJECTS

CGT 290
3 Credits/Units

Prerequisite: Consent of Instructional Unit.
Opportunity to plan, organize and complete special projects approved by the department.