

Graphic Arts

C. I. D. T.
Computer Information
and Design Technologies

Web Design Certificate

	Course	Credit Hours	Contact Hours	Required Prerequisite Or *Co-requisite
1st Year	Summer			
	ARTC 1302 - Digital Imaging I	3	6	ARTC 1325
	ARTC 1305 - Basic Graphic Design	3	6	*MATH 0310
	ARTC 1325 - Introduction to Computer Graphics	3	6	*MATH 0310
	ARTV 1111 - Storyboard	1	2	*MATH 0310
1st Semester	Fall			
	IMED 1301 - Introduction to Multimedia	3	6	*MATH 0310 & ARTC 1305
	ARTC 1353 - Computer Illustration	3	6	ARTC 1325
	IMED 1316 - Web Page Design I	3	6	*MATH 0310
2nd Semester	Spring			
	ARTV 1345 - 3-D Modeling and Rendering	3	6	ARTV 1353
	IMED 1345 - Interactive Multimedia I	3	6	IMED 1301
	IMED 2315 - Web Page Design II	3	6	IMED 1316 & ARTC 1302
	ARTV 1351 - Digital Video	3	6	ARTV 1111 & IMED 1301
1st Semester	Fall			
	ARTV 1341 - 3-D Animation I	3	6	ARTV 1345
	IMED 2345 - Interactive Multimedia II	3	6	IMED 1345
2nd Semester	Spring			
	ARTC 2335 - Portfolio Development for Graphic Design	3	6	GRPH 2309 & IMED 1345
	ARTC 2388 - Internship	3	18	GRPH 2309 & IMED 1345
	PROGRAM TOTAL:	43		

The Web Design certificate is designed to teach students the basic skills necessary to find a job in the Graphic Arts industry as a Web Designer.

Through hands-on individual and group activities students learn the principles of visual communication as they relate to; design, typography, color systems, web design, 3-D animation and video production.

Students receive up-to-date training on leading industry hardware and software. An internship helps bridge the gap from formal training to full time employment.

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Web Design Certificate

CORE COURSE DESCRIPTIONS

ARTC 1302. Digital Imaging 1. Digital imaging using raster image editing and/or image creation software: scanning, resolution, file formats, output devices, color systems, and image-acquisitions.

ARTC 1305. Basic Graphic Design. Graphic design with emphasis on the visual communication design process. Topics include basic terminology and graphic design principles.

ARTC 1325. Introduction To Computer Graphics. A survey of computer design concepts, terminology, processes, and procedures. Topics include computer graphics hardware, electronic images, electronic publishing, vector-based graphics, and interactive multimedia. (ARTC 1325 was formerly ARTC 1313.)

ARTV 1111. Storyboard. Techniques of storyboarding including organizing a project's content and arranging it in a visual format.

IMED 1301. Introduction To Multimedia. A survey of the theories, elements, and hardware/software components of multimedia. Topics include digital image editing, digital sound and video editing, animation, web page development, and interactive presentations. Emphasis on conceptualizing and producing effective multimedia presentations.

ARTC 1353. Computer Illustration. Mastery of the tools and transformation options of an industry-standard drawing program to create complex illustrations and follow them through to the color output stage. Includes acquisition of images through scanning and the creative use of clip art. (ARTC 1353 was formerly GRPH 1359.)

ARTV 1345. 3-D Modeling And Rendering. Techniques of three-dimensional (3-D) modeling utilizing appropriate software. Includes the creation and modification of 3-D geometric shapes, use of a variety of rendering techniques, camera light sources, texture, and surface mapping.

IMED 1316. Web Page Design 1. Instruction in web page design and related graphic design issues including mark-up languages, web sites, and browsers. (IMED 1316 was formerly IMED 1416.)

IMED 1345. Interactive Multimedia 1. Exploration of the use of graphics and sound to create interactive multimedia animations using industry standard authoring software. (IMED 1345 was formerly IMED 1445.)

IMED 2315. Web Page Design 2. A study of mark-up language advanced layout techniques for creating web pages. Emphasis on identifying the target audience and producing web sites according to accessibility standards, cultural appearance, and legal issues. (IMED 2315 was formerly IMED 2415.)

ARTV 1351. Digital Video. Producing and editing video and sound for multimedia or web productions. Emphasizes capture, editing, and outputting of video using a desktop digital video workstation. (ARTV 1351 was formerly IMED 1351.)

ARTV 1341. 3-D Animation 1. Three-dimensional (3-D) modeling and rendering techniques including lighting, staging, camera, and special effects. Emphasizes 3-D modeling building blocks using primitives to create simple and complex objects.

IMED 2345. Interactive Multimedia 2. Instruction in the use of scripting language to create interactive multimedia projects. Topics include building a user interface, writing script, testing, and debugging. (IMED 2345 was formerly IMED 2445.)

ARTC 2388. Internship – Commercial And Advertising Art. A work-based learning experience that enables the student to apply specialized occupational theory, skills and concepts. A learning plan is developed by the college and the employer. (ARTC 2388 was formerly GRPH 2380.)

ARTC 2335. Portfolio Development For Graphic Design. Preparation of a portfolio comprised of completed graphic design projects. Evaluation and demonstration of portfolio presentation methods based on the student's specific area of study. (ARTC 2335 was formerly GRPH 2341.)

For More Information Contact Coleena Jackson at:
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