

DESIGN (DGN)

DGN 110. Intro to Design Applications. (3 Units)

Introduction to digital imaging using Adobe Photoshop and to vector based art using Adobe Illustrator. Six hours of activity in-class an online per week.

Offered Fall, Spring

DGN 310. Graphic Design 1. (3 Units)

Prerequisite: DGN 110. Introduction to graphic design as a form of visual communication through the use of type, image and form. Projects explore design processes, creative problem solving, and the basic design practices of critiques and discussion. Six hours of activity per week. Fee required.

Offered Fall

DGN 320. Typography 1. (3 Units)

Prerequisites: ART 160 and ART 170. Introduction to basic aspects of letterforms and typography through a variety of projects. Introduction to the historical background, technical considerations, and aesthetic issues of typography. Six hours of activity per week.

Offered Fall

DGN 330. Motion Design 1. (3 Units)

Prerequisite: DGN or DMA 310 or consent of instructor. Introduction to the principles and or elements of motion design. Emphasis on the relationship between typographic principles and fundamentals of animation. Software: Introduction to Adobe After Effects. Six hours of activity per week. Fee required.

Offered Fall

DGN 340. Web Design 1. (3 Units)

Prerequisites: DGN 310 or consent of instructor. Introduction and exploration of the concepts and technologies in web design. Individual and team projects address navigational structures, systems, identity, audience and intent in the design of website prototypes. Six hours of activity per week.

Offered Fall

DGN 345. Illustration 1. (3 Units)

Prerequisites: ART 179 is required; DGN 110 is recommended. Introduction to illustration, with an emphasis on craftsmanship, as well as learning and employing the illustration process. Explores many aspects of the illustration field, giving students a broad view of the discipline. The skills studied will provide a foundation for work in both illustration and animation. Students will explore personal artistic voice, techniques, design, and visual narrative.

Offered Fall

DGN 410. Graphic Design 2. (3 Units)

Prerequisite: DGN 310 is required. Advanced study of graphic design principles and their application to more complex and comprehensive solutions. Course examines the integration of design with civic engagement, through the completion of an awareness campaign addressing social issues. Students work collaboratively on semester long campaign. Six hours of activity per week. Fee required.

Offered Spring

DGN 420. Typography 2. (3 Units)

Prerequisite: ART 347 is required. Advanced analysis and study of typographic design through projects based on the setting of words, sentences and paragraphs. Projects will gradually increase in scope and complexity dealing with multiple levels of hierarchical meaning. Six hours of activity per week. Fee required.

Offered Spring

DGN 430. Motion Design 2. (3 Units)

Prerequisite: DGN 330. Advanced concepts of motion design as they relate to the use of Adobe After Effects and Cinema 4D. Students will work independently on individual projects from concept to final output. Repeatable course. Six hours of activity per week. Fee required.

Offered Spring

DGN 440. Web Design II. (3 Units)

Prerequisites: DGN 340 is required. Intermediate to advanced course in web design, offering in-depth investigation of the planning, design and building of web sites. This course is structured around projects that combine creative exploration and comprehensively learning industry-standard software programs. Six hours of activity per week.

Offered Spring

DGN 445. Illustration 2. (3 Units)

Prerequisite: DGN 345 is required. DGN 110 is recommended. Intermediate elective in illustration focuses on craftsman ship. Reinforces the illustration process learned in level 1. Students will explore multiple areas within illustration, creating several advanced projects, with an emphasis on narrative in illustration as it relates to editorial, publishing, and visual development for animation. Students will build their portfolios and refine their personal artistic voice. Repeatable for credit.

Offered Spring, Summer

DGN 450. Interactive Design. (3 Units)

Prerequisite: DGN 440 is required. This class will show how to build apps and user base responsive design (UX). Students will gain an understanding of the javascript programming language and explore the most current technologies available. Six hours of activity per week. Fee required.

Offered Spring

DGN 460. Portfolio 1 and Internship. (3 Units)

Prerequisite: Senior standing and consent of instructor required. Students will identify and research their career objectives, design their visual identity, start working on their professional portfolio and find and confirm an internship of a minimum of 70 hours to be completed by the end of Portfolio part II. Six hours of activity per week. Fee required.

Offered Fall

DGN 470. Portfolio 2 and Internship. (3 Units)

Prerequisites: Senior standing and consent of instructor. Capstone course involving preparation of essential material for seeking a position in graphic design. Emphasizes the preparation of a graphic design portfolio and resume. Six hours of activity per week. Fee required.

Offered Spring

DGN 494. Independent Study. (1-3 Units)

Individual students will consult with a Design faculty to conduct an independent project in Design. Restricted to juniors and seniors. Department consent required.

Offered As needed

DGN 495. Selected/Variable Topics in Design. (3 Units)

Detailed study Design. Repeatable course.

Offered As needed

DGN 496. Internship. (1-3 Units)

Internship in a Design related field, both on campus and externally.

Restricted to juniors and seniors. Department consent required.

Offered As needed