HORT359   **$ Alt (3)**

Controlling the plant environment to enhance plant growth and optimal development through temperature, humidity, light, nutrients, sanitation and carbon dioxide levels. Structures, coverings and mechanical systems used are explored to produce the most cost-effective horticultural crops. Weekly: 2 hours lecture and a 3-hour lab.

HORT360   **$ Alt (3)**

Graphic Design
(See Department of Art & Design, p. 91)

INDIVIDUALIZED PROGRAMS OF STUDY

For students who have career goals or special interests in areas other than those listed above. The special individualized program is available in the following degrees: Bachelor of Science, Bachelor of Technology, and Associate of Technology. The student, with the assistance of his or her advisor, prepares a proposed program of study (examples are available). The program must then be approved by a department faculty and the College of Technology Academic Policies and Curricula Committee.

COURSES   (Credits)

See inside front cover for symbol code.

DIGITAL MEDIA & PHOTOGRAPHY

DGME130 $ (3)

An introductory survey of the discipline of digital media. Students are introduced to electronic publishing, basic printing principles, sound digitizing, vector and raster graphics, interactive multimedia, image acquisition and output, web publishing and e-mail. Understanding the Macintosh computer is also covered. Lab required.

DGME165 $ (4)

A study of the publishing and screen graphics industries including prepress concepts, color science, digital printing, textile printing, digital image capture and color management. Also covers more traditional methods in design, layout, text and page composition, film assembly, imposition, and many different printing techniques to produce images on a substrate. Some business will be explored. Open to all students.

DGME175 $ (4)

A study of raster graphic fundamentals as they apply to scanned images. Emphasis on image manipulation, restoration, tonal enhancement, on-screen graphics, and image acquisition and output. Visual and procedural problems relating to digital imaging will be covered, along with techniques of aesthetic and efficient image enhancement. Prerequisites: DGME130 with a C or better; and ART207. PHTO115 recommended. Lab required.

DGME185 $ (3)

Students learn to produce publications on desktop computers, including: brochures, magazine covers, corporate stationery, book

MDIA495 (1–4)

Helps students develop a traditional or digital portfolio for employment or continuing educational purposes. Emphasis in direction, development, and refinement of the individual portfolio. Repeatable to 4 credits. Prerequisites: minimum of 30 credits in a major and permission of the instructor.

MDIA597 (1–3)

Individual study or research under the direction of an instructor. Repeatable to 6 credits. Prerequisite: Permission of department chair.

PHTO115 $ (4)

Basic introduction to the principles of the camera and darkroom techniques with consideration toward composition, psychological, and aesthetic attitudes in black-and-white photography. Lab required.

PHTO116 $ (3)

Students are introduced to photography through the use of digital tools. Digital SLRs and Quadtone printers are used to explore the technical and aesthetic issues involved in the process of making images. Consideration will be given to digital workflow, managing data, and creating visually appealing photographs. Lab required.

PHTO200 $ (4)

Develops the art of photographic perception and use of photography as a visual language. Emphasizes craftsmanship and awareness of tools available, as well as aesthetics, and the art of seeing creatively. Developing skills beyond introductory camera usage is emphasized. Lab required. Prerequisite: PHTO115.

PHTO210 (3)

Historical study of significant contributors in the development of photography, and their influence on art and society.

PHTO220 $ (4)

Designed to acquaint students with color materials, their handling and exposure. Aesthetic and communicative aspects of color photography are stressed in producing visually effective color transparencies. Lab required. Prerequisite: PHTO115 or by permission of instructor.

PHTO285 $ (4)

Study of lighting techniques in standard-equipped studio, emphasizing portraiture, commercial illustration, and experimental techniques in black-and-white and color mediums. Lab required. Prerequisite: PHTO200.

PHTO300 (3)

An exploration and discussion of the media and its effect on society, covering such issues as body image, violence, politics, etc. Students study how to recognize the way moral values of media professionals influence themselves and society.

PHTO320 $ (4)

An image-oriented course, drawing on the student background in the use of color comprehension, photographic technical and aesthetic understanding, and working knowledge of emulsion and digital photography. Information in this class is for the sole purpose of comprehensive color image. Lab required. Prerequisites: DGME175; PHTO220.

PHTO365 $ (4)

In-depth manipulation using leading industry software, emphasizing high quality image acquisition and output. Students learn to produce duotones, create raster graphic collages, perform critical image enhancement, create custom palettes, and alpha channels for image compositing. Repeatable to 8 credits. Lab required. Prerequisites: ART207; DGME175 (with a B- or better); PHTO115.

PHTO385 $ (4)

An individual approach to an advanced level of studio photography. Students choose a concentration in the following areas: Portraiture, People/Fashion, Still-Life, Advertising/ Illustration, and Location Photography. This course is designed specifically to learn visual concepts and solve visual problems of the commercial photo industry. Repeatable to 12 credits. Lab required. Prerequisite: PHTO285.

PHTO400 $ (4)

This class explores methods of digital photographic manipulation while emulating traditional technique. A high level of photographic output and the art of seeing will be stressed. Digital capture, processing RAW files and fine manipulation of the digital file will also be highlighted. Lab required. Prerequisites: PHTO220, 365.

PHTO410 $ (4)

A course designed for the advanced photographer to investigate personal potential in visual exploration, experimentation, and technical excellence. Discussion involves expanding personal vision and exploring new techniques to achieve goals. Repeatable to 8 credits. Prerequisite: PHTO285.

PHTO425 (4)

Designed to be done in conjunction with on-location photography, and provides a background in the specific needs related to travel. Photographing people and their land in foreign environments is emphasized. Unique materials and equipment are discussed as they relate to travel photography. Repeatable to 8 credits. Prerequisite: PHTO115.

VDEO130 $ (2–3)

An introductory course in videography emphasizing the terminology, aesthetics, and methods of video production. PHTO115 recommended. Lab required.

VDEO210 $ (3)

An introductory class covering the fundamental techniques and concepts of nonlinear editing. Students explore the process of video editing from conceptualization to final output. Emphasis on sequencing and continuity, use of visual effects, color correction,

audio editing, media management, narration and industry termi-
nology. Lab required. Prerequisites: DGME175, VDEO130.

VDEO320 $ (3)

An introductory course covering the essential components in
video compositing. Students learn how to create innovative visual
effects and motion graphics for video. Emphasis on text anima-
tion, keyframing, masks, alpha channels, 3-D compositing. render-
ing, application integration, advanced visual and artistic effects.
Lab required. Prerequisites: DGME215, VDEO210.

VDEO340 $ (3)

An advanced study in digital video, exploring professional level
cameras, lighting, sound and other equipment necessary to make
good video, aesthetic issues of creating visual and audio stories,
and developing skills and knowledge beyond an introductory
level. Lab required. Prerequisites: ART214; JOUR230; VDEO130,
210.

VDEO360 $ (4)

A study of basic 3-D modeling principles and techniques. Students
learn 3-D modeling terminology and how to create 3-dimensional
models using polygonal, nurbs, and subdivision techniques.
Students aquipm9P2 1 Tf-and knowledge beyond (4iion,l07SpanPrerequisites: DGME215,T2 1 Tf9 0 0 9fda7r1 T d7r1 T d75,1omp62774iion,l07SpaTBT