# Multimedia Arts & Communication

### MMAC 101 Introduction to Multimedia
**3.0 units**
Acceptable for credit: Transfer CSU
C-ID Course Number: DM 100
The course explores how multimedia transforms experiences of creative expression and communication and impacts our cultural, business, and personal lives. Topics include project planning, development, and exploration through multiple projects. Projects include art for interaction, web imagery, animation, motion graphics, UI/UX, gaming, visual effects, video production, and transmedia storytelling. Course software: Adobe Creative Suite and other relevant software. (Fall, Spring) (Letter Grade or Pass/No Pass)

### MMAC 102 Introduction to Multimedia Lab
**1.0 unit**
Acceptable for credit: Transfer CSU
Corequisite: MMAC 101 - Introduction to Multimedia
A hands-on introduction to the skills, tools, and processes of interactive multimedia, including creation of image, sound, animation and video files. Students will learn to use authoring software and simple scripting language to develop their projects. Course software: Adobe Photoshop, Animate, Audition, and Acrobat. (Fall, Spring) (Letter Grade or Pass/No Pass)

### MMAC 112 Responsive Web Design
**3.0 units**
Acceptable for credit: Transfer CSU
Advisories: GRPH 111 - Digital Imagery Lab ; and GRPH 112 - Digital Imagery ; and GRPH 108 - Design 1 on the Computer ; or ART 108 - Design 1 on the Computer
An introduction to the skills and tools necessary for producing modern responsive web design for a variety of media devices. Students will learn how the combination of flexible grids, layouts, optimized images and the intelligent use of CSS media queries create easy reading and navigation for the end user. Software taught: Adobe Creative Suite. Languages learned HTML and CSS. (Fall) (Letter Grade or Pass/No Pass)

### MMAC 114 Game and App Design
**3.0 units**
Acceptable for credit: Transfer CSU
Advisories: GRPH 108 - Design 1 on the Computer or ART 108 Design 1 On the Computer ; or MMAC 129 - Digital Tools for Visual Media or GRPH 129 Digital Tools for Visual Media
Hands-on instruction in the techniques and tools for adding dynamic motion and interactivity to games and applications for a variety of media devices. Includes integration of graphics, video, text, and sound on desktop computers, tablets, phones, and other media devices. (Spring) (Letter Grade or Pass/No Pass)

### MMAC 115 Introduction to Animation
**3.0 units**
Acceptable for credit: Transfer to UC, CSU
An introduction to animation production including classical character animation and other techniques. This course is not open to students who are enrolled in or have received credit for Art 115 or FILM 115. (Fall, Spring) (Letter Grade or Pass/No Pass)

### MMAC 116 Intermediate Animation
**3.0 units**
Acceptable for credit: Transfer CSU
Prerequisite: ART 115 - Introduction to Animation ; or MMAC 115 - Introduction to Animation ; or FILM 115 - Introduction To Animation
A continuation of MMAC 115 emphasizing the development and refinement of animation skills through involvement in class and individual projects. This course is not open to students who are enrolled in or have received credit for FILM 116. (Letter Grade or Pass/No Pass)

### MMAC 117 3D Computer Animation 1
**3.0 units**
Acceptable for credit: Transfer CSU
Advisories: GRPH 111 - Digital Imagery Lab ; or GRPH 112 - Digital Imagery ; or FILM 110 - Introduction to Motion Picture and Video Production
An introduction to 3D modeling and animation, using professional software to create characters, environments, and animation on the computer. This course is not open to students who are enrolled in or have received credit for FILM 117. (Fall) (Letter Grade or Pass/No Pass)

### MMAC 118 3D Computer Animation 2
**3.0 units**
Acceptable for credit: Transfer CSU
C-ID Course Number: N/A
Prerequisite: FILM 117 - 3D Computer Animation 1 ; or MMAC 117 - 3D Computer Animation 1
An intermediate experience in 3D computer animation that reproduces the industry work environment for production of animation projects and show reels. This course is not open to students who have completed or who are enrolled in FILM 118. (Letter Grade or Pass/No Pass)

### MMAC 125 Computer Video Editing
**3.0 units**
Acceptable for credit: Transfer CSU
C-ID Course Number: N/A
Presents non-linear video editing including combining clips and digital source materials, editing digital movies, and preparing digital movies for the web. This course is not open to students who are enrolled in or have received credit for Film 125. (Letter Grade or Pass/No Pass)

### MMAC 126 Introduction to Motion Graphics
**3.0 units**
Acceptable for credit: Transfer CSU
C-ID Course Number: N/A
Advisories: GRPH 111 - Digital Imagery Lab ; and GRPH 112 - Digital Imagery
Explores new digital approaches for creating and compositing powerful visual imagery for use in film/video, multimedia, and design. Includes integration of graphics, video, text, and sound on desktop computers. This course is not open to students who are

enrolled in or have completed FILM 126. Course software: Adobe After Effects and Photoshop. (Letter Grade or Pass/No Pass)

## MMAC 127 Digital Video Post-Production
**3.0 units**
Acceptable for credit: Transfer CSU
C-ID Course Number: N/A
Advisories: MMAC 125 - Computer Video Editing ; or FILM 125 - Computer Video Editing
This class is for students who wish to expand their digital video postproduction skills and learn to present and publish digital work on emerging media platforms. The course covers advanced non-linear video editing, digital effects and filters, color correction, and compression for distribution over the Internet and to mobile devices such as tablets and cellular phones. The class is a lecture/lab combination with lab work on Apple computers using current Final Cut Pro and Adobe Creative Suite software . Not open to students who are enrolled in or have received credit for FILM 127. (Spring) (Letter Grade or Pass/No Pass)

## MMAC 128 Intermediate Motion Graphics
**3.0 units**
Acceptable for credit: Transfer CSU
C-ID Course Number: N/A
Advisories: FILM 126 - Introduction to Motion Graphics ; MMAC 126 - Introduction to Motion Graphics
Intermediate study in motion graphics utilizing current industry standard software. Emphasizes the expansion and refinement of digital visual effects skills through involvement in class and individual projects. This course is not open to students who are enrolled in or have completed FILM 128. Course software: Adobe After Effects, Photoshop, current industry software. (Letter Grade or Pass/No Pass)

## MMAC 129 Digital Tools for Visual Media
**3.0 units**
Acceptable for credit: Transfer to UC, CSU
A hands-on overview of computer operations, industry standard software and equipment common to digital visual communication. Students will apply art and design theory in the exploration of tools used in vector graphics, digital imaging, motion graphics and animation, and digital media interface design. Topics include media development, interactivity, file formats, storage and file management, industry trends and career options. Familiarity with current design software, hardware, input, and output devices will be established. Assignments integrate digital tools, techniques, and creative design using text and image, digital video and audio, and interactivity. The course is not open to students who are enrolled or have completed GRPH 129. (Fall) (Letter Grade or Pass/No Pass)

## MMAC 189 Independent Projects
**1.0 - 3.0 units**
Acceptable for credit: Transfer CSU
Courses for students capable of independent work who demonstrate the need or desire for additional study beyond the regular curriculum. Enrollment allows students to pursue activities such as directed field experience, research, or development of skills and competencies under faculty advisement and supervision. Independent projects may be earned in most disciplines. Students

wishing to enroll in Independent Projects should contact the appropriate instructor identified in the class schedule. If the project proposed is acceptable to that instructor, a contract will be developed. All contracts for these classes must be completed and submitted to the Records Office no later than the end of the second week of the semester. Students may enroll for any combination (unit value) of Independent Projects 189 and/or 389 for a total of four semesters in a specific discipline. Units are awarded depending upon satisfactory performance and the amount of time committed by the student to the course. Allowable units vary according to discipline, and are based on the following formula: 1 unit - 48 hours per semester 2 units - 96 hours per semester 3 units - 144 hours per semester (Fall, Spring) (Letter Grade or Pass/No Pass)

## MMAC 380 Web-Based Multimedia Lab
**1.0 unit**
Acceptable for credit: D - Credit - Degree Applicable
C-ID Course Number: N/A
Corequisite: MMAC 112 or MMAC 114
An open-entry laboratory class designed to provide students with the opportunity to refine and expand techniques learned in the corequisite course. (Fall, Spring) (Pass/No Pass)

## MMAC 381 Disk-Based Multimedia Lab
**1.0 unit**
Acceptable for credit: D - Credit - Degree Applicable
C-ID Course Number: N/A
Corequisite: MMAC 101 or MMAC 102 or MMAC 116 or MMAC 117 or MMAC 118 or GRPH 116 or FILM 117 or FILM 118
An open-entry laboratory class designed to provide students with the opportunity to refine and expand techniques learned in the corequisite course. (Fall, Spring) (Pass/No Pass)

## MMAC 382 Video-Based Multimedia Lab
**1.0 unit**
Acceptable for credit: D - Credit - Degree Applicable
C-ID Course Number: N/A
Corequisite: MMAC 125 or MMAC 126 or MMAC 127 or MMAC 128 or FILM 125 or FILM 126 or FILM 127 or FILM 128
An open-entry laboratory class designed to provide students with the opportunity to refine and expand techniques learned in the corequisite course. (Fall, Spring) (Pass/No Pass)