VIS - VISUAL MEDIA

Also see GRC (Graphic Communications) courses that are part of the Graphic Arts and Media Technology/Graphic Communications degrees and certificates.

VIS 120 - Introduction to Animation   **Units: 3**

An introduction to the history of animation and the production of animated work through screening and readings, in tandem with the hands-on, practical application of several historical animation production processes.

Enrollment Requirements: Prerequisites: C- or better in GRC 100, or approval of instructor.

Term Offered: Spring

VIS 212 - Digital Editing   **Units: 3**

Introductory principles of post-production including equipment, software, and fundamentals of editing concepts. This is an entry-level course designed to teach beginning skills in post-production.

Enrollment Requirements: GRC 182 or approval of instructor.

VIS 214 - Cinematography and Lighting   **Units: 3**

Film analysis and short film building utilizing current industry photographic and cinematographic principles. Fundamental knowledge of camera and lighting techniques and equipment. Students will work extensively with lighting.

Enrollment Requirements: Prerequisite: VIS 212

VIS 310 - Digital Cinema II   **Units: 3**

Intermediate digital filmmaking course that allows students to utilize skills in screenwriting, cinematography, editing, and sound design in the production of film projects demonstrating artistry and polish. Students will also learn to manage crews, adopt professional work practices, and exercise creative problem-solving techniques.

Enrollment Requirements: Prerequisite: GRC 282 or instructor approval

VIS 330 - Digital Animation II   **Units: 3**

Advanced study and refinement of digital animation techniques. Focus on animation design and the creation of short animated projects.

Enrollment Requirements: Prerequisite: VIS 120 and GRC 132 or approval of instructor.