

DIGITAL MEDIA (DM)

About the program

Programs in this field provide general and specific educational opportunities for students seeking careers related to digital media creation and development, including audio, video, graphics, animation, and applications.

Degrees/Certificates within this Program:

- Associate of Science Degree, Digital Media
- Certificate of Achievement, Digital Media

Similar Degrees/Certificates offered at CR:

- Associate of Science Degree, CIS Networking
- Certificate of Achievement, CIS Networking
- Certificate of Recognition, Network Technician

Career Opportunities

Employment opportunities in this field include:

- Graphic Designer
- Desktop Publisher
- Video Editor
- Motion Graphics Designer
- Multimedia Artist & Animator
- Game Programmer
- Game Artist & Designer

For more information

- Montel Vander Horck, Professor, Digital Media
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www.redwoods.edu/dm
- Career & Technical Division, 707-476-4341
- Counseling & Advising, 707-476-4150

Certificate of Achievement, Digital Media

Program Requirements	Units
Core Courses	34.0
CIS 1 Computer Information Systems	4.0
DM 10 Digital Storytelling	4.0
DM 11 Digital Media Design	4.0
DM 15 Pre-Production	3.0
DM 20 Media Development for the Web	4.0
DM 22 Digital Publishing	4.0
DM 30 Interactive Media	4.0
DM 63 Desktop Publishing Applications	4.0
COMM 5 Intro to Mass Communication	3.0
Specialization Track	9.0-11.0
Choose One Specialization Track ►	
Total Units	43.0-45.0

About this Certificate

Programs in this field provide general and specific educational opportunities for students seeking careers related to digital media creation and development, including audio, video, graphics, animation, and applications.

Suggested Program Sequence

For information about the program length and suggested sequence of courses for this certificate, please see an Advisor.

Program Learning Outcomes

- Conceptualize, design, develop, and deliver ideas, values, and stories to defined audiences for defined purposes, through visual and aural media.
- Recognize problems and implement solutions by using varied resources to meet defined objectives or expectations.
- Communicate effectively and contribute production expectations in a team environment to meet deadlines for media-based products.
- Adapt to changes in media technologies while utilizing similarities in development tools (hardware and software) to build new skills on existing skills.
- Demonstrate abilities to follow directions and adapt personal style to develop and deliver content as defined by client, audience, and/or purpose.

2D and 3 D Animation Specialization Track	
	Units
DM 24A Animation Principles	3.0
DM 24B Cartoon Animation	4.0
DT 80 Modeling and Animation	4.0
Total Specialization Track units	11.0

Suggested Program Sequence Fall Start

Semester 1 CIS 1, DM 10, DM 11, DM 15

Semester 2 DM 20

Semester 3 DM 22, DM 24A, DT 80, COMM 5

Semester 4 DM 24B, DM 30, DM 63

Spring Start

Semester 1 CIS 1, DM 10

Semester 2 DM 11, DM 15, DM 73, DM 74

Semester 3 DM 20, DM 24A, DM 30, DM 63

Semester 4 DM 22, DT 80, COMM 5

Game Development Specialization Track	
	Units
DM 7 Intro to Game Development	4.0
DM 24A Animation Principles	3.0
DT 80 Modeling and Animation	4.0
Total Specialization Track units	11.0

Suggested Program Sequence Fall Start

Semester 1 DM 10, DM 11, DM 15, DM 24A, CIS 1

Semester 2 DM 7, DM 20

Semester 3 DM 22, DT 80, COMM 5

Semester 4 DM 30, DM 63

Spring Start

Semester 1 CIS 1, DM 10

Semester 2 DM 11, DM 15, DM 24A

Semester 3 DM 7, DM 20, DM 30, DM 63

Semester 4 DM 22, DT 80, COMM 5

Video/Motion Graphics Specialization Track	
	Units
DM 23 Motion Graphics	4.0
DM 56 Video Production	4.0
DM 73 Intro to Digital Audio	0.5
DM 74 Intro to Digital Video	0.5
Total Specialization Track units	9.0

Suggested Program Sequence Fall Start

Semester 1 CIS 1, DM 10, DM 11, DM 15, DM 73, DM 74

Semester 2 DM 20, DM 56

Semester 3 DM 22, DM 23, COMM 5

Semester 4 DM 30, DM 63

Spring Start

Semester 1 CIS 1, DM 10

Semester 2 DM 11, DM 15, DM 73, DM 74

Semester 3 DM 20, DM 30, DM 56, DM 63

Semester 4 DM 22, DM 23, COMM 5

Graphic Design Specialization Track	
	Units
ART 17* Basic Drawing	3.0
ART 19 Figure Drawing or ART 35 Digital Photography	3.0
ART 43A Intro to Photoshop or ART 43B Intermediate Photoshop	3.0
DM 70A Photoshop I or DM 70B Photoshop II	0.5
DM 71 Digital Illustration	0.5
Total Specialization Track units	10.0

Suggested Program Sequence Fall Start

Semester 1 CIS 1, DM 10, DM 11, DM 15, DM 70A or DM 70B

Semester 2 ART 17, DM 20, DM 71

Semester 3 ART 19 or ART 35, DM 22, COMM 5

Semester 4 ART 43A or ART 43B, DM 30, DM 63

Spring Start

Semester 1 CIS 1, DM 10, DM 70A or DM 70B

Semester 2 ART 17, DM 11, DM 15

Semester 3 DM 20, DM 30, DM 63, DM 71

Semester 4 ART 19 or ART 35, ART 43A or ART 43B, DM 22, COMM 5