### Digital Media (DGM)

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#### DGM 1061 Motion Picture Editing

- **Credits:** 3:3:1
- **Terms:** Fall, Spring
- Introduces interface, fundamental set of tools, techniques, and operations of Non-Linear Editing. Provides experience with basic editing functions, post production workflow and exporting a finished project for various distribution channels. Software fee of $15 applies. Lab access fee of $35 for computers applies.

#### DGM 1062 Animation for the Internet

- **Credits:** 2:1:3
- **Terms:** On Sufficient Demand
- Introduces the interface, tool set, tweening techniques, and operations of an animation software package for online use. Requires creation of an interactive project with sound, video, and motion. Introduces basic scripting. Software fee of $15 applies. Lab access fee of $35 applies.

#### DGM 1063 Image Editing

- **Credits:** 2:1:3
- **Terms:** Fall, Spring
- Introduces students to the interface, fundamental set of tools, techniques and operations of Photoshop. Requires creation and modification of digital images. Software fee of $15 applies. Lab access fee of $35 applies.

#### DGM 1110 Digital Media Essentials I

- **Credits:** 4:4:0
- **Terms:** Fall, Spring, Summer
- Beginning course designed to give students an in-depth introduction and well-grounded understanding of the digital media way of thinking, opportunities in the field, various tools, and introduction to development techniques. Topics include: audience assessment, digital imaging, compression algorithms, ethical dilemmas, message design through text, audio, images, animation, and digital video. May be delivered online. Software fee of $15 applies. Lab access fee of $35 applies.

#### DGM 1220 Digital Design Essentials

- **Credits:** 3:3:0
- **Terms:** Fall, Spring
- Teaches fundamentals of digital layout for web development and how to properly create engaging interfaces for digital media. Addresses technical challenges for digital mediums to deliver effective digital experiences. Introduces basic content creation and sprint thinking independent of software platforms.

#### DGM 1230 Interaction Design Essentials

- **Credits:** 3:3:0
- **Terms:** Fall, Spring
- Prerequisite(s): DGM 1220
- Implements creative development layouts into interactive designs. Focuses on integration with industry development tools. Introduces basic overview of product development, pattern libraries, layout and development standards using interaction and industry practices for digital experiences.

#### DGM 1240 Communicating Digital Design

- **Credits:** 3:3:0
- **Prerequisite(s):** ART 1420
- Focuses on the development of highly creative and visual design documentation; how to communicate both written and visual information in meaningful ways in a highly technical field. Teaches why communicating a particular design challenge is just as important as the design itself, and why writing, layout, and visual clarity is critical to mastering UX and Digital Product Design. Sets the foundation for all documentation assignments in the Web Design and Development degree.

#### DGM 1500 Intro to Digital Cinema

- **Credits:** 1:1:0
- **Terms:** Fall
- Offers an overview of the Digital Cinema major and industry. Teaches students the expectations and timetables required of them as they progress through the major. Develops a broad understanding of the various aspects of the filmmaking process and how training for these various aspects is conducted at UVU. Emphasizes industry standards of safety and professionalism. Should be taken in the first semester of classes in the program.

#### DGM 1510 Film Production Analysis

- **Credits:** 3:1:6
- **Terms:** Fall, Spring
- Film Production Analysis is a foundation class for those interested in the digital media and motion picture business. Analyzes the various technologies and production techniques that make up motion picture communication. Involves viewing a motion picture each week of class and analyzing how the producer and director incorporated production and structural techniques to produce a compelling story. Covers the eight sequence structural elements of motion picture storytelling, how each crew member of the production team contributes to the overall impact, how scripting is used to direct the team to create a strong cinematic effect, and how the three act eight sequence structure guides the entire team through the pre-production, production and post-production process. Software fee of $15 applies. Course fee of $18 for software and plug-ins applies. Lab access fee of $35 applies.

#### DGM 1520 Corporate and Documentary Production

- **Credits:** 3:3:0
- **Terms:** Fall, Spring
- Presents professional video production techniques used in documentaries and corporate video. Covers production processes such as working with corporations, scripting, camera techniques, basic lighting techniques, production management and basic non-linear editing techniques. Requires participation in a high-quality semester project that will take a corporate or documentary project through the entire pre-production, production and post-production process. Software fee of $15 applies. Lab access fee of $35 for computers applies.

#### DGM 1600 Scripting for Internet Technologies

- **Credits:** 3:3:0
- **Terms:** Fall, Spring
- Introduces the fundamentals of computer programming and problem solving using the current industry standard scripting languages. Emphasizes the fundamentals of structured and object-oriented programming, syntax, semantics, control structures, arrays, file I/O, testing/debugging, implementation, and the construction of graphical user interfaces. Applies these concepts to manipulate digital images, sound, movies, text, and web pages that are heavily used as digital media. Software fee of $15 applies. Lab access fee of $35 for computers applies.

#### DGM 1610 Scripting for Animation and Games I

- **Credits:** 3:3:0
- **Terms:** Fall, Spring
- Introduces the fundamentals of computer programming and problem solving using the current industry standard scripting languages. Emphasizes the fundamentals of structured and object-oriented programming, syntax, semantics, control structures, arrays, file I/O, testing/debugging, implementation, and the construction of graphical user interfaces. Applies these concepts to manipulate digital images, sound, movies, text, and web pages that are heavily used as digital media.

#### DGM 1620 Survey of Animation

- **Credits:** 3:2:3
- **Terms:** Fall, Spring, Summer
- Introduces animation principles and studio processes used in the contemporary animation industry. Emphasizes the synthesis of technology and aesthetics in the production of an animated title. Includes an introduction to animation milestones and personalities. Course fee of $35 for computers applies. Lab access fee of $35 for computers applies.
DGM 1660
Introduction to 3D Modeling and Surfacing
3:3:0
Covers the 3D pipeline which includes pre-production (rough placeholder art), production (finished art), and post production (composite and effects). Instructs students to develop 3D models, UV maps, and 2D textures. Teaches how to integrate models into a realtime rendering engine.

DGM 210R
Special Topics in Digital Media
1 to 4:0 to 4:0 to 12  On Sufficient Demand
Designed for students interested in specific digital media tools and concepts. Includes relevant and changing topics and tools used in production. Emphasizes hands-on experience along with lectures and demonstrations. This class may be taken for a total of nine credits, but curriculum may vary from one semester to another. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 2110
Digital Motion Picture Essentials
3:2:2  Fall, Spring, Summer
* Prerequisite(s): DGM 1061 and DGM 1510 and DGM 1520
Presents professional digital film production techniques used in feature films, documentaries, and corporate video. Covers production processes such as story structure and script development, camera techniques, basic lighting techniques, production management, and basic non-linear editing techniques. Addresses problem solving issues related to pre-production, production and post production. Includes a high-quality semester project that will take a story through the entire digital film pre-production, production, and post-production process. Course fee of $10 for equipment applies. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 2120
Web Essentials
3:3:0  Fall, Spring, Summer
Provides the fundamentals necessary to plan, design, develop, deploy, and critique a web site which includes images, sound, video, forms, and separates content from presentation. Focuses on the fundamentals of web programming languages including XHTML, CSS, and JavaScript. Examines various ways to build an accessible web page. Utilizes collaborative document sharing as students work in a group to research and present on server technologies. Culminates in a final project in which students will design and deploy a working site. May be delivered hybrid and/or online. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 2130
Digital Audio Essentials
3:2:3  Fall, Spring, Summer
* Prerequisite(s): DGM 1110, MAT 1010
Reviews basic sound principles, cable types, microphone types and basic techniques of use. Teaches recording of basic sounds and musical instruments into a Digital Audio Workstation. Introduces multi-track audio, editing, EQing, mixing and mastering a 3-minute piece with voice and music. Includes a final project consisting of a multi-track music project designed for use in film, commercial radio, or other multimedia applications. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 2140
Electronics for Media
3:2:3  Fall
Covers connectors and cable wiring standards and soldering techniques used in this field. Emphasizes electronic equipment and circuits used with electrical safety in media. Includes basic DC/AC theory such as voltage, current, resistance, power dissipation, batteries, and magnetism. Introduces the basic construction and theory of operation of circuits used in media containing electronic components, resistors, capacitors, inductors, transformers, diodes, transistors, electron tube, operational amplifiers, and linear ICs. Designed for Digital Media students. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 220R
Special Topics in Digital Design
1 to 4:0 to 4:0 to 12  On Sufficient Demand
Designed for students interested in specific authoring tools and concepts used in digital media processes. Includes relevant and changing topics and tools used in digital authoring. Emphasizes hands-on experience along with lectures and demonstrations. Curriculum may vary from one semester to another. May be repeated for a maximum of nine credits toward graduation. Course fee of $10 for materials applies. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 2211
Rigging and Animation Essentials
3:2:3  * Prerequisite(s): DGM 2210 and department approval
Introduces fundamental rigging for a typical 3D character, and simple 3D performance motion for animated films and games. Software fee of $15 applies. Lab access fee of $35 applies.

DGM 2221
Game Essentials
3:2:3  * Prerequisite(s): DGM 1600 and department approval
Provides a foundation for basic game development pipeline. Covers low poly count modeling in a variety of software packages and use of 3D models in an industry-standard game development engine. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 2240
Interaction Design
3:3:0  Fall, Spring
* Prerequisite(s): DGM 1110 or CS 1400 or INFO 1200
* Prerequisite(s) or Corequisite(s): For AVC majors: ART 1400, ART 1420.
Focuses on strategies and principles used in digital media development to enhance the user experience. Teaches how to understand stakeholder goals, identify and specify user needs and requirements through user research and design documentation, engage in interactions with target audiences through interviews, observation, and discussion, as well as create and test prototypes. This course is highly project based and deals with solving real-world problems faced by consumers using products in the market. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 2250
Principles of Digital Design
3:3:0  Fall, Spring
* Prerequisite(s): DGM 1110
Teaches principles of visual design, how to properly create engaging interfaces for digital media, and practice good integration with industry development tools. Addresses the complexity of designing rich media experiences around digital devices ranging from computer screens to personal information devices. May be delivered online. Software fee of $15 applies. Lab access fee of $35 for computers applies.
DGM 2260
Immersive Authoring I
3:3:0  Fall
* Prerequisite(s): DGM 1110
Focuses on the application of media technologies that possess the ability to create rich immersive experiences for distribution on optical media such as CD, DVD-ROM, and over the Internet. Introduces participants to a variety of authoring systems and development techniques when creating Digital Media experiences. *Laptop Required. May be delivered online. Software fee of $15 applies. Course fee of $18 applies. Lab access fee of $35 for computers applies.

DGM 2270
Digital Publishing I
3:3:0  Fall
* Prerequisite(s): DGM 2120
Focuses on the development of engaging mobile apps for distribution on a myriad of devices. Teaches the fundamental building blocks of publishing digital media experiences of all types and may include interactive guide, catalogs, brochures, training manuals, kiosks, and exhibits. Such apps will be developed for touchscreen ‘native’ content and feature real-time updates. *Laptop & Device Required May be delivered online. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 2271
Digital Media Design I
3:3:0  Fall, Spring
* Prerequisite(s): DGM 2120
Introduces students to the underlying design and development principles that create favorable circumstances for user-centered digital media experiences. Establish the development techniques and processes required for Web and mobile apps, which may include native OS and Web Apps as well as interactive digital publication Apps. Further introduces topics such as responsive design, use of grids and layout patterns according to platform, as well as underlying development considerations such as content inventory and Information Design. Offers students a greater appreciation for good design and the basic skills necessary to produce world-class media experiences. May be delivered online. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 2280
Digital Effects I
3:3:0  * Prerequisite(s): DGM 1110
Focuses on the use of digital visual effects in mobile publishing environments. Subjects include but are not limited to multi-layer effects in known mobile layouts, creation of digital mattes and parallax for unique visual user engagement, as well as integration techniques according to development platforms. Tools may include After Effects, Motion, and Hype. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 230R
Special Topics in Digital Graphics
1 to 4:0 to 4:0 to 12  On Sufficient Demand
Describes the processes utilized in editing audio of multimedia productions, including the balancing of artistic relationships, mixing and mastering of music, sound effects tracks and Foley. Offers practical experience in audio-only productions as well as audio-video relationships. Examines the processes utilized in editing audio of multimedia productions, including the balancing of artistic relationships, mixing and mastering of music, sound effects tracks and Foley. Offers practical experience in audio-only productions as well as audio-video relationships. Includes relevant and changing topics and tools. Emphasizes hands-on experience along with lectures and demonstrations. This class may be taken for a total of nine credits, but curriculum may vary from one semester to another. Course fee of $10 for materials applies. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 2320
Digital Photography and Compositing I
3:3:0  Fall, Spring

DGM 2340
Digital Output for Film
3:2:2  Spring
* Prerequisite(s): DGM 2540 or instructor approval
Focuses on the workflow management of digital still and cinema camera assets. Addresses codecs, asset backup, management, light color grading, transcoding, preparation of assets for the NLE workflow and final asset output for various digital distribution channels. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 2341
Digital Output for Mobile Media
3:3:0  Fall, Spring
* Prerequisite(s): DGM 2120 or instructor approval
Focuses on the digital workflow management of mobile apps for distribution on a myriad of devices. Includes relevant and changing topics and tools. Emphasizes hands-on experience along with lectures and demonstrations. This class may be taken for a total of nine credits, but curriculum may vary from one semester to another. Course fee of $10 for materials applies. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 234R
Special Topics in Digital Audio
1 to 4:0 to 4:0 to 12  * Prerequisite(s): DGM 2130
Designed for students interested in specific audio tools and concepts currently used in digital audio production. Includes relevant and changing topics and tools. Emphasizes hands-on experience along with lectures and demonstrations. Curriculum may vary from one semester to another. May be repeated for a maximum of nine credits toward graduation. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 2410
Core Recording Principles
3:3:0  * Prerequisite(s): DGM 2130
Treats mic choice and placement, acoustic positioning, in-line signal processing, level matching, impedance matching, phase error elimination, pre-mixing and recorded stems, DAWs. Pro-Tools intermediate skills, project budgeting, and artist and client relations. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 2430
Core Mixing Principles
3:3:0
* Prerequisite(s): DGM 2410
Teaches the science and art of audio mixing, centering on a broad range of musical and media post-production material. Covers initial mix plan, signal flow, and fix, fit and feature skills for all signal processors, including equalization, compression, limiting, delay, reverb, distortion, phase, flange, chorus, other modulation effects, characteristics of algorithms (digital, solid state, transformers, rectifiers, tube, electro-optical, convolution). Also, teaches mix room acoustics, treatments and workarounds.

DGM 2440
Sound for Film and Television
3:3:0  Spring
* Prerequisite(s): DGM 2130
Teaches the basics of gathering sound for use in film and video productions. Covers proper boom miking and wireless mic techniques, and acoustics preparation to record dialogue and sound effects on location and on sound stages. Examines the processes utilized in editing audio of multimedia productions, including the balancing of artistic relationships, mixing and mastering of music, sound effects tracks and Foley. Offers practical experience in audio-only productions as well as audio-video relationships. Examines the processes utilized in editing audio of multimedia productions, including the balancing of artistic relationships, mixing and mastering of music, sound effects tracks and Foley. Offers practical experience in audio-only productions as well as audio-video relationships. Examines the processes utilized in editing audio of multimedia productions, including the balancing of artistic relationships, mixing and mastering of music, sound effects tracks and Foley. Offers practical experience in audio-only productions as well as audio-video relationships. Includes relevant and changing topics and tools. Emphasizes hands-on experience along with lectures and demonstrations. Curriculum may vary from one semester to another. May be repeated for a maximum of nine credits toward graduation. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 240R
Digital Media

DGM 2460 (Cross-listed with: COMM 2560)  
Radio Production  
3:3:0 Fall  
Teaches the history of radio, and the structure of typical radio stations, from management to programming and sales, and production and promotion. Covers methods of producing radio promos, radio shows, commercials and news segments, as well as features and interviews. Examines the use of Digital Audio Workstations to produce several radio segments of the student’s choosing. Includes lectures, demonstrations, and guest lecturers from radio stations in the community. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 2461  
Digital Audio Restoration  
3:3:0 Fall  
* Prerequisite(s): DGM 2130  
Teaches the value and use of various tools to restore, preserve, and archive audio from a variety of sources, including vinyl records, tapes, film soundtracks, etc. Additional topics include removal of ambient noise (fans, AC, etc) from class film projects, impulsive noise (clicks and pops), periodic noise (hum and buzz), and random noise (spectral subtraction of ambient noise). In addition, some attention will be given to the subject of audio forensics, or restoring audio for intelligence or law enforcement applications. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 2490  
Digital Audio Workstation Training I  
3:2:3  
* Prerequisite(s): DGM 2130  
Teaches proficiency in the use of a Digital Audio Workstation at the beginning level. Implements the first half of AVID Corporation’s “ProTools User Level” certification, and successful completion of this course, together with its follow-on course, DGM 2491, will earn students their AVID ProTools certification at the “User” level.

DGM 2491  
Digital Audio Workstation Training II  
3:2:3  
* Prerequisite(s): DGM 2130, DGM 2490  
Teaches proficiency in the use of a Digital Audio Workstation at the intermediate level. Implements the second half of AVID Corporation’s “ProTools User Level” certification, and successful completion of this course, together with its preceding course, DGM 2490, will earn students their AVID ProTools certification at the “User” level.

DGM 250R  
Special Topics in Digital Cinema  
1 to 4:0 to 4:0 to 12  
On Sufficient Demand  
* Prerequisite(s): DGM 2110  
Designed for students interested in specific video tools and concepts currently used in digital media processes. Includes relevant and changing topics and tools used in industry. Emphasizes hands-on experience along with lectures and demonstrations. Curriculum may vary from one semester to another. May be repeated for a maximum of nine credits toward graduation. Lab access fee of $35 for computers applies. Software fee of $15 applies. Course fee of $10 for equipment applies.

DGM 2540  
Cinematography I  
3:2:3 Fall, Spring  
* Prerequisite(s) or Corequisite(s): DGM 1510  
Introduces the role of the Gaffer and the Grip in broadcast television and digital cinematography. Introduces the role of the Director in directing blocking for camera and lights. Teaches full understanding of lighting instruments, power distribution, lighting support, rigging, dollies, and production equipment. Teaches how to work as a member of a team/department applying on-set protocols to meet the needs of production objectives. Software fee of $15 applies. Lab access fee of $35 for computers applies. Course fee of $46 for equipment applies.

DGM 2570  
Intro to Digital Storytelling  
3:2:2  
* Prerequisite(s): DGM 1510  
Introduces dramatic and persuasive writing in technologies that include interactive media, gaming and animation technology, virtual reality and other emerging technologies, and corporate documentary and narrative digital cinema.

DGM 2600  
The Animated Image  
3:3:0 Fall  
* Prerequisite(s): ENGL 1010  
Chronicles the development of Animation as a medium dependent on both aesthetics and technology from its inception in the late 19th century through contemporary and entertainment venues. Introduces key international personalities and industry benchmarks. Discusses animation both as a means of self-expression and as a commercial enterprise. Includes film screenings and research assignments. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 260R  
Special Topics in Animation and Game Development  
1 to 4:0 to 4:0 to 12  
Designed for students interested in specific animation tools and concepts currently used in digital animation production. Includes relevant and changing topics and tools. Emphasizes hands-on experience along with lectures and demonstrations. Curriculum may vary from one semester to another. May be repeated for a maximum of nine credits toward graduation. Lab access fee of $35 for computers applies. Software fee of $15 applies. Course fee of $12 for equipment applies.

DGM 2610  
Game Design I  
3:2:3 Fall  
* Prerequisite(s): DGM 2221  
Explores video and computer gaming from historic, economic and production perspectives. Introduces game theory, analysis, design documentation, and development. Lab access fee of $35 for computers applies.

DGM 2620  
Principles of Animation I  
3:2:3 Fall, Spring  
* Prerequisite(s): DGM 1600 and 1620 and department approval  
Explores and applies animation principles including: timing and spacing, story keys, straight ahead, pose-to-pose, walks, runs, and flexibility. Emphasizes the study of objects in motion and the communication of key ideas. May be delivered hybrid. Lab access fee of $35 for computers applies. Software fee of $15 applies. Course fee of $18 for software and plug-ins applies.

DGM 2640  
Character Development  
3:2:2 Spring  
* Prerequisite(s): (DGM 2210 and DGM 2620) or instructor approval  
In-depth study and application of 3D character development for animation and games. Requires a firm understanding of 3D modeling, basic rigging, basic texturing, and principles of animation. Students will design, model, rig, and animate 3D characters following industry processes. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 2660  
Digital Storyboarding  
3:3:0 Fall, Spring  
* Prerequisite(s) or Corequisite(s): DGM 2620 or DGM 2110  
Introduces students to contemporary storyboarding practices, both linear and non-linear, key to communicating information clearly, and consistently in a cost effective manner. Laptop Required. Lab access fee of $35 for computers applies. Software fee of $15 applies. Course fee of $12 for software and plug-ins applies.
DGM 2651
Digital Storyboarding for Cinema
3:3:0  Fall, Spring
Introduces contemporary storyboarding and production design practices with a focus on the role of the director and storyboarding artist in communicating lighting, character movement, camera movement, camera angles and framing to key motion picture production departments.

DGM 2670
Scripting for Animation and Games II
3:3:0  Spring
* Prerequisite(s): Portfolio Review Acceptance
Focuses on the basic elements of scripting languages in modern 3D applications. Develops a firm understanding of basic scripting concepts in a 3D environment, including: libraries, expressions, arrays, conditionals, loops, and functions. Discusses simplification of complex user operations and the development of basic user interfaces. Utilizes industry standard applications such as Maya, Houdini, and Unity3D. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 270R
Special Topics in Web Design and Development
1 to 4:0 to 4:0 to 12
Designed for students interested in specific web design tools and concepts currently used in multimedia creation. Includes relevant and changing topics and tools used in multimedia. Emphasizes hands-on experience along with lectures and demonstrations. Completers should be able to use the web design tools to create a typical multimedia project. Curriculum may vary from one semester to another. May be repeated for a maximum of nine credits toward graduation. Course fee of $10 for equipment applies. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 2740
Principles of Web Languages
3:3:0  Fall, Spring
* Prerequisite(s): DGM 2120, DGM 2250
Focuses on solving various Web design and coding problems using current Internet technologies. Emphasizes solving unique coding problems using HTML, CSS, and jQuery that arise when implementing a Web design. May be delivered online. Software fee of $15 applies. Course fee of $18 for software and plug-ins applies. Lab access fee of $35 for computers applies.

DGM 2760
Web Languages I
3:3:0  Fall, Spring
* Prerequisite(s): DGM 2120
Considers the creation of websites using current client-side technologies, including: DHTML, or the combination of XHTML, JavaScript and Cascading Style Sheets. Covers advanced techniques for multimedia production and development in detail. Examines client-side technologies that allow viewers to interact with the content of Web pages. Extensively uses methods for creating highly interactive web sites without the use of authoring technologies. Teaches how to make the static content within a typical webpage more dynamic, interesting, and most importantly, useful. Culminates with a final project during which each student will design and create materials for use in a well-designed interactive web site. May be delivered online. Software fee of $15 applies. Course fee of $18 for software and plug-ins applies. Lab access fee of $35 for computers applies.

DGM 2780
Web Tools and Frameworks I
3:3:0  Fall, Spring
* Prerequisite(s): DGM 2120 or INFO 2420
Teaches students the necessary skills to build structured, maintainable, scalable, and testable web applications using frameworks, tools, and techniques common in the industry, including the latest web development technologies and practices e.g. HTML5, CSS3, jQuery, AngularJS, Mobile, etc. Incorporates project-based learning to help students gain solid web development experience through hands-on programming and problem solving a real world project. Software fee of $15 applies. Course fee of $18 for software and plug-ins applies. Lab access fee of $35 for computers applies.

DGM 281R
Internship
1 to 3:1 to 3:0 to 9  Fall, Spring, Summer
* Prerequisite(s): Departmental Approval
For Digital Media majors only. Provides a transition from school to-work where learned theory is applied to actual practice through a meaningful on-the-job experience. Includes student, employer and coordinator evaluations, on-site work visits, and written assignments. Completers should obtain experience in establishing and accomplishing individualized work objectives that improve work performance. Internship is intended for entry level DGM students who are working at that level. Credit is determined by the number of hours a student works during the semester and completion of individually set goals. May be repeated for a maximum of 16 credits towards graduation. May be graded credit/no credit.

DGM 281S
Seminar
1 to 3:1 to 3:0 to 9  On Sufficient Demand
Provides short courses, workshops, and special programs in information management or current administrative topics. Curriculum may vary from one semester to another. May be repeated for a maximum of nine credits.

DGM 301R
Digital Lecture Series
1:1:0  Fall, Spring
* Prerequisite(s): University Advanced Standing
Uses guest speakers who lecture on current topics in digital media. May be repeated for a maximum of 3 credits toward graduation.

DGM 3110
Corporate Issues in Digital Media
3:3:0  Fall, Spring, Summer
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing
Covers business and legal issues in multimedia. Reviews good business practices for the multimedia industry. Studies universal marketing and sales principles and mastery, as well as e-commerce fundamentals. Teaches copyright laws and procedures, obtaining permissions, creating and using contracts, protecting corporate assets, standards, security and privacy issues, and other legal issues regarding multimedia communication. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 312G
Digital Media for Intercultural Communication
3:3:0  Fall, Spring, Summer
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing
Explores issues, concepts, and practices for making digital media accessible to people from diverse cultures and people with disabilities. Covers design considerations and techniques for the Web and other digital technologies. Presents methods for understanding and comparing different cultures and ways of approaching and enhancing intercultural interactions. Addresses accessibility standards, guidelines, and laws important for digital media developers to know and implement. May be delivered online. Lab access fee of $35 for computers applies. Software fee of $15 applies. Course fee of $10 for equipment applies.
DGM 320R
Advanced Topics in Digital Media Design
1 to 4:0 to 4:0 to 12  On Sufficient Demand
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Intended for advanced students with an interest in digital design and authoring. Includes relevant and changing topics and tools. Emphasizes hands-on experience along with lectures and demonstrations. Curriculum may vary from one semester to another. May be repeated for a maximum of 9 credits toward graduation. Lab access fee of $35 for computers applies. Software fee of $15 applies. Course fee of $10 for equipment applies.

DGM 3220
Digital Media Project Management
3:3:0   Fall, Spring
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Teaches the foundational management principles that contribute to both the quality and profitability of digital media products. Introduces technical project management skills to help with budgeting and scheduling as well as critical soft skills, such as how to manage product design, make good decisions, communicate effectively, and build productive work relationships. Also, teaches about different types of project documents that enable and support effective, successful projects. May be delivered online. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 3240
Interaction Design Colloquium
3:3:0   Spring
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Provides advanced students with unique and current industry perspectives on interaction design through seminar discussions, workshops, and industry on-site experiences. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 3260
Immersive Authoring II
3:3:0   Spring
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Focuses on advanced application of digital media technologies and design paradigms when creating rich immersive experiences for distribution as a net-based desktop or mobile application. This course is designed to be highly adaptable to enable infusion of unique and emerging technologies that are critical for digital media majors to understand. Laptop required. Lab access fee of $35 for computers applies. Software fee of $15 applies. Course fee of $19 for software and plug-ins applies.

DGM 3261
Authoring for Virtual Reality Experiences
3:3:0   Fall
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Explores Virtual Reality as a technology for photographing locations and then allowing users to navigate through these spaces using QuickTime, Flash, or Java in a web browser. A virtual environment allows viewers to choose their own experience and make decisions as if they were actually on location. Virtual Reality environments are used to tour college campuses, museums, shops, sports venues, plan events at locations without visiting them in person; show real estate, entice viewers to travel to vacation getaways; and create historical documentation. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 3270
Digital Publishing II
3:3:0   Spring
* Prerequisite(s): DGM 2270 and University Advanced Standing

Focuses on the development of engaging mobile apps for distribution on a myriad of devices. Teaches advanced development of publishing digital media experiences of all types and includes techniques for coding immersive experiences beyond standard practices. Such apps will be developed for touchscreen ‘native’ content and feature real-time updates. *Laptop & Device Required. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 3271
Digital Media Design II
3:3:0   Spring
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Teaches advanced adaptive development techniques of User Interface Design, which can create more robust experiences, through problem solving and effective communication. Focuses heavily on how designers can influence the user experience, and participatory outcomes of such experiences, through well-planned interactions, digital layout, and adaptation to the physical hardware. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 3280
Authoring for Adaptive Media I
3:3:0   Spring
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Focuses primarily on the ability to curate and realign rich content assets through Internet-based Apps. Focuses on the application of media technologies that possess the ability to create adaptable content media experiences. Focuses primarily on the ability to use/reuse content in meaningful ways through unique and highly efficient distribution means. Distribution can be to desktop, mobile, and advancing technologies in the home or automobile markets. Laptop Required. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 3290
Developing Digital Media for Instruction and Training
3:3:0   Fall
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Teaches the lifecycle of training and development in a business setting. Uses the Instructional System Design (ISD) process, which includes identifying performance deficiencies and appropriate interventions, developing objectives, selecting appropriate learning technologies, developing course content, selecting effective instructional aids, delivering training, and evaluating training effectiveness. Reviews basic educational principles in teaching adult learners and managing classroom dynamics. Examines legal issues, cross-cultural preparation, and workforce diversity as they relate to training and development. Provides hands-on training experiences. Completers should be prepared to apply basic principles to training and development opportunities. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 330R
Advanced Topics in Digital Media Graphics
1 to 4:0 to 4:0 to 12  On Sufficient Demand
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Intended for advanced students with an interest in digital graphics and design. Includes relevant and changing topics and tools. Emphasizes hands-on experience along with lectures and demonstrations. Curriculum may vary from one semester to another. May be repeated for a maximum of 9 credits toward graduation. Course fee of $10 for equipment applies. Software fee of $15 applies. Lab access fee of $35 for computers applies.
<table>
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<tr>
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<td>Digital Photography and Compositing II</td>
<td>3:3:0</td>
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<td>* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing</td>
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<td>DGM 3400</td>
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<td>3:3:0</td>
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<td>DGM 3401</td>
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<td>DGM 3402</td>
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<td>DGM 3403</td>
<td>Recording Studio Design Principles and Practices</td>
<td>3:3:0</td>
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<td>* Prerequisite(s): DGM 3410, Portfolio Review Acceptance, and University Advanced Standing</td>
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<td>3:3:0</td>
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<td>* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing</td>
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<td>DGM 3405</td>
<td>Digital Audio Workstation Training IV</td>
<td>3:2:3</td>
<td>Fall, Spring, Summer</td>
<td>* Prerequisite(s): Portfolio review acceptance, DGM 3490, and University Advanced Standing</td>
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<td>DGM 3410</td>
<td>Audio Engineering for the Studio I</td>
<td>3:3:0</td>
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<td>* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing</td>
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<tr>
<td>DGM 3420</td>
<td>Studio Recording II</td>
<td>3:3:0</td>
<td>Spring</td>
<td>* Prerequisite(s): DGM 3410, Portfolio Review Acceptance, and University Advanced Standing</td>
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</table>

Builds on skills acquired in Digital Photography and Imaging I. Uses photo imaging tools like Photoshop, Light Table, and Aperture in the creation and manipulation of digital images for use in a broad range of output specific formats. Teaches advanced image manipulation, and compositing and asset management to deliver finished digital image deliverables for such things as the web, DVD media, print, billboard, and wrap advertising media. Lab access fee of $35 for computers applies.

Intended for advanced students with an interest in digital audio. Includes relevant and changing topics and tools. Emphasizes hands-on experience along with lectures and demonstrations. Curriculum may vary from one semester to another. May be repeated for a maximum of 9 credits toward graduation. Software fee of $15 applies. Lab access fee of $35 for computers applies.

Reviews basic sound principles (standing waves, studio acoustics, psycho-acoustics), microphone types and techniques of use. Covers theory and application of mixers, signal processors, and effects. Outlines proper construction and grounding of a recording studio. Introduces one or more digital audio workstations, which will be used to record a band or classical project. Requires the completion of a mixdown of a multi-track project. Software fee of $15 applies. Lab access fee of $35 for computers applies.

Covers in-depth theory and application of mixers, signal processors, and effects. Addresses advanced stereo miking techniques and focuses on several key instruments, including piano and drums. Continues further in-depth topics on impedance matching, power requirements, and use of the decibel. Includes acoustic properties and sound transmission loss of common studio surface materials. Software fee of $15 applies. Lab access fee of $35 for computers applies.

Addresses many issues found in the design, construction and maintenance of a recording studio. Explores the physics, mathematics, electronics, and practical issues to properly design and build a successful recording studio. Software fee of $15 applies. Lab access fee of $35 for computers applies.

Teaches sound design and implementation for video games using both the Unreal Developer's Kit (Unreal Engine) and the Unity Game Engine. Includes visual and text-based scripting, signal flow, resource allocation and preservation, priority, layering, mastering for end-format, computer-based, console-based, and mobile-targeted development, and whole-project planning and execution. Software fee of $15 applies. Lab access fee of $35 for computers applies.

Teaches fundamental sound concepts: propagation, absorption, reflection, transmission, frequency response, effective manipulation of the decibel in calculations of loudness, power, and voltages. Covers intelligent use of microphone patterns, and loudspeaker and monitor placement. Investigates indoor sound vs. outdoor sound. Teaches proper cabling and connections, speaker crossovers, and theory of bi-amplification. Covers mixer diagrams and basic electronics. Incorporates practical experience acquired in giving technical support to UVU theater, music department, or public relations functions. Software fee of $15 applies. Lab access fee of $35 for computers applies.

Teaches proficiency in the use of a Digital Audio Workstation at the advanced level. Is the UVU implementation of the first half of AVID Corporation's "ProTools Operator Level" certification, and successful completion of this course, together with its follow-on course, DGM 3491, will make AVID ProTools certification at the "Operator" level available.

Teaches proficiency in the use of a Digital Audio Workstation at the advanced level. Is the UVU implementation of the second half of AVID Corporation's "ProTools Operator Level" certification, and successful completion of this course, together with its preceding course, DGM 3490, will make AVID ProTools certification at the "Operator" level available.
**Digital Media**

**DGM 350R**  
Advanced Topics in Digital Motion Picture Production  
1 to 4:0 to 4:0 to 12  
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing  

Includes relevant and changing topics and tools used in digital motion picture industry. Emphasizes hands-on experience. Uses digital cinema and production management and development tools to create a typical digital media project. Curriculum may vary from one semester to another. May be repeated for a maximum of 9 credits toward graduation. Course fee of $10 for equipment applies. Software fee of $15 applies. Lab access fee of $35 for computers applies.

**DGM 351R**  
Digital Broadcasting  
3:2:2  
* Prerequisite(s): DGM 2110, Portfolio Review Acceptance, and University Advanced Standing  

Teaches planning, management and execution of live video productions integrating multiple cameras. Teaches the roles of the broadcast production team. Studies various types of digital standards and broadcast equipment. Includes hand-on broadcast lab where students produce and direct short productions. May be repeated for a maximum of 12 credits toward graduation. Course fee of $10 for equipment applies. Software fee of $15 applies. Lab access fee of $35 for computers applies.

**DGM 3520**  
Digital Motion Picture Production  
3:2:2  
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing  

Teaches advanced digital cinema storytelling production techniques for CD-ROM, DVD, World Wide Web and theatrical distribution. Includes instruction in the different positions that comprise the entire production team, including the roles of the team and how they evolve through the pre-production, production and post production process. Stresses narrative film based on structurally sound three act eight sequence scripts. Involves dividing the class into production teams and producing short three act narrative films that include dialogue, sound effects and music. Course fee of $10 for equipment applies. Software fee of $15 applies. Lab access fee of $35 for computers applies.

**DGM 3530**  
Digital Film Production Management  
3:3:0  
* Prerequisite(s): (Portfolio review acceptance or consent of instructor) and University Advanced Standing  

Teaches the foundational principles which contribute to both quality and profitability in digital motion picture projects that range from micro to mega budgets. Reviews team dynamics such as the relationship between producer and other production team members. Introduces industry standard Entertainment Partners budgeting and scheduling software tools, which can be used as management tools to guide multiple projects. Focuses on video/film workflow, from development and budgeting to pre-production, production and post-production. Requires the submission of an industry standard production book at the end of the semester. Software fee of $15 applies. Lab access fee of $35 for computers applies.

**DGM 3540**  
Cinematography II  
3:2:3  
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing  

A "hands-on" class that covers the role of the Director of Photography (DP) and Gaffer in drama-based broadcast television and digital cinematography. Teaches continuity of lighting, visual story telling, implied script subtext though light quality and color, continuity in direction, use of lenses and shot blocking for fixed and moving camera. Covers advanced grip and lighting equipment use and setups. Covers working with a producer, director, production designer, set decorator, boom operator and editor and on-set protocol. Software fee of $15 applies. Lab access fee of $35 for computers applies. Course fee of $46 for equipment applies.

**DGM 3550**  
Producing I  
3:3:0  
* Prerequisite(s): DGM 3530, Portfolio Review Acceptance and University Advanced Standing  

On Sufficient Demand  

Examines the process of motion picture development and distribution with focus on the role of the producer in identifying, evaluating, developing, financing and securing distribution. Software fee of $15 applies. Lab access fee of $35 for computers applies.

**DGM 3560**  
Post Production  
3:3:1  
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing  

Teaches the professional post production process used to complete video tape, digital cinema, and multimedia productions. Covers workflow, dialogue cutting, montage cutting, music cutting, multi-camera editing, multi-layer compositing, audio mixing, special effects editing, animation editing, fine cutting and color correcting. Course fee of $13 for software and plug-ins applies. Software fee of $15 applies. Lab access fee of $35 for computers applies.

**DGM 3570**  
Digital Story Telling Workshop  
3:3:0  
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing  

Teaches advanced writing for digital media and digital cinema. Covers professional script structure based around the 8 sequence motion picture structure. Includes writing assignments each week that will be read and analyzed according to structure and execution of a goal. Discusses a specific scriptwriting subject each week such as finding the idea, research, outlining and rewriting. Course fee of $13 for software and plug-ins applies. Software fee of $15 applies. Lab access fee of $35 for computers applies.

**DGM 3571**  
Animation Story Development Workshop  
3:2:3  
* Prerequisite(s): ENGL 2010 and Portfolio Review Acceptance and University Advanced Standing  

Teaches the foundational principles which contribute to both quality and profitability in digital motion picture projects that range from micro to mega budgets. Reviews team dynamics such as the relationship between producer and other production team members. Introduces industry standard Entertainment Partners budgeting and scheduling software tools, which can be used as management tools to guide multiple projects. Focuses on video/film workflow, from development and budgeting to pre-production, production and post-production. Requires the submission of an industry standard production book at the end of the semester. Software fee of $15 applies. Lab access fee of $35 for computers applies. Course fee of $46 for equipment applies.

**DGM 3580**  
Digital Cinema Directing Workshop  
3:2:3  
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing  

Offers an advanced workshop format class structure. Requires a short script or concept to be polished and produced during the semester. Utilizes project-based opportunities to apply and hone skills in digital cinema direction, editing scripts, casting, rehearsing and performing a scene, cinematography and post production. Includes polishing concept for shooting, then shooting and editing for presentation and critique. Course fee of $13 for software and plug-ins applies. Software fee of $15 applies. Lab access fee of $35 for computers applies.
DGM 360R
Advanced Topics in Animation and Games
1 to 4:0 to 4:0 to 12

* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Intended for advanced students with an interest in digital animation. Includes relevant and changing topics and tools. Emphasizes hands-on experience along with lectures and demonstrations. Curriculum may vary from one semester to another. May be repeated for a maximum of 9 credits toward graduation. Course fee of $12 for equipment applies. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 3610
Game Design II
3:2:3

Spring

* Prerequisite(s): DGM 2610, Portfolio Review Acceptance and University Advanced Standing

Follows DGM 2610 Game Design I. Continues study of game theory, analysis, design documentation. Emphasis on game development using a gaming engine. A laptop computer is required for this course. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 3620
Principles of Animation II
3:2:3

Spring

* Prerequisite(s): DGM 2620, Portfolio Review Acceptance and University Advanced Standing

Continues study of animation principles and concepts from DGM 2620. Includes an introduction to effects animation. Emphasizes character motion, and performance in a team-based project. Software fee of $15 applies. Course fee of $20 applies. Lab access fee of $35 for computers applies.

DGM 3631
Hard Surface Modeling
3:2:3

On Sufficient Demand

* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Teaches theories, tools, and principles of current industry modeling trends, specifically for video games and short animated films. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 3641
Game Level Design
3:2:3

* Prerequisite(s): DGM 2610, Portfolio Review Acceptance, and University Advanced Standing

Provides an advanced treatment of a three step process in level/environmental design: Research and analysis, concept and prototype development, and testing and comparative metrics. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 3650
Animation and Game Project I
3:1:6

Fall

* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Emphasizes industry pipeline processes. Covers the application of lighting and rendering in 3D animation and game environments. Includes composition, technical lighting, layer-based rendering, and texture baking. A junior-level group project will be completed in the course of the semester. Lab access fee of $35 for computers applies.

DGM 3660
Advanced Rigging and Character Effects
3:2:3

Spring

* Prerequisite(s): DGM 2211, Portfolio Review Acceptance, and University Advanced Standing

Studies the process of rigging, and the motion of characters and objects in games and animation. Includes full character, muscle, facial, and dynamic rigs. Reinforces principles of animation. Lab access fee of $35 for computers applies.

DGM 3670
Scripting for Animation and Games III
3:2:3

Fall

* Prerequisite(s): DGM 2760, Portfolio Review Acceptance, and University Advanced Standing

Provides in-depth training in advanced scripting concepts and practices in 3D video game development. Focuses on the application of advanced technical topics as they impact game development. Addresses networking and distributed systems issues, including scalability and latency compensation techniques, for designing games for online multi-player environments. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 3680
Animation and Game Project II
3:1:6

Spring

* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Devoted to the pre-production of a multi-semester team project for gaming and animation students. Includes research, writing, scripting, designing, storyboard, and pre-visualization of a client-driven project. Software fee of $15 applies. Course fee of $19 for software and plug-ins applies. Lab access fee of $35 for computers applies.

DGM 370R
Advanced Topics in Web Design and Development
1 to 4:0 to 4:0 to 12

* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Intended for advanced students with an interest in Internet authoring. Includes relevant and changing topics and tools. Emphasizes hands-on experience along with lectures and demonstrations. Curriculum may vary from one semester to another. May be repeated for a maximum of 9 credits toward graduation. Course fee of $10 for equipment applies. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 3740
Web Content Management
3:3:0

Spring

* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Teaches participants how to effectively plan, develop, and arrange content through the use of information design principles, content management systems, and analysis tools. Culminates with students building a live site for a real-world client where students must solve real design, development, and delivery issues. Software fee of $15 applies. Course fee of $19 for software and plug-ins applies. Lab access fee of $35 for computers applies.

DGM 3750
Media Traffic and Analytics
3:3:0

Fall

* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Covers the application of lighting and rendering in 3D animation and game environments. Emphasis on game development using a gaming engine. A laptop computer is required for this course. Software fee of $15 applies. Lab access fee of $35 for computers applies.
Digital Media

DGM 3760
Web Languages II
3:3:0 Fall
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing
* Prerequisite(s) or Corequisite(s): DGM 1110 and DGM 2120
Covers server-side web development and database interaction. Offers the skills and knowledge necessary to produce web sites in a professional environment. Covers current technology and design standards for websites that are database driven using current languages and platforms. Demonstrates how database interaction can enhance a multimedia website. Includes lectures, demonstrations, and weekly projects. Culminates with a final project during which each student will design and create materials for use in a well-designed database driven web site. May be delivered hybrid. Software fee of $15 applies. Course fee of $19 for software and plug-ins applies. Lab access fee of $35 for computers applies.

DGM 3780
Web Tools and Frameworks II
3:3:0 Spring
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing
Participants learn advanced techniques for delivering exceptional Flash based Internet applications. Teaches advanced scripting fundamentals, how to deliver content through server-side database connectivity, and engaging the audience through highly interactive experiences. Software fee of $15 applies. Course fee of $19 for software and plug-ins applies. Lab access fee of $35 for computers applies.

DGM 3790
Rich Internet Application Development I
3:3:0 Fall
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing
Instructs students in various Rich Internet Application development technologies. Investigates RIA development and delivery technologies such as Flash, Flex, and ActionScript, with a special emphasis on the integration of Digital Media into Internet applications. Teaches the design and development workflow for interactive, media-rich applications delivered via networked browser, computer desktops, and mobile devices. Software fee of $15 applies. Course fee of $19 for software and plug-ins applies. Lab access fee of $35 for computers applies.

DGM 4000
Writing for Digital Media
3:3:0 Fall, Spring
* Prerequisite(s): ENGL 2010 or ENGL 2020, Portfolio Review Acceptance, and University Advanced Standing
Teaches the role of the written word in the digital arena and the writing skills for students to become effective communicators within the various forms of multimedia including web pages, digital animation, audio, video and cinema.

DGM 4280
Authoring for Adaptive Media II
3:3:0 Spring
* Prerequisite(s): DGM 3280
Focuses on the advanced application of media technologies that possess the ability to create adaptable content media experiences. Focuses primarily on the ability to curate and realign rich content assets through Internet-based Apps. Teaches principles of distribution that can be applied to desktop, mobile, and advancing technologies in the home or automobile markets with a specific focus on dynamic retrieval and adaptation of content. *Laptop Initiative Requirement. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 4310
Senior Capstone I
3:1:6 Fall
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing
For senior Digital Media students. Provides a capstone experience working in digital media. Develops individual real world projects in consultation with a faculty advisor. Encourages team work. Course fee of $10 for equipment applies. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 4410
Senior Capstone II
3:1:6 Spring
* Prerequisite(s): DGM 4310, Portfolio Review Acceptance, and University Advanced Standing
Conclusion of DGM 4310. Concludes the capstone experience for digital media students. Addresses post production issues such as testing, packaging, and documentation. Offers the opportunity to present projects to students, faculty, sponsors, and potential employers or clients. Course fee of $10 for equipment applies. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 4420
Applied Digital Media Technology
3:3:0 On Sufficient Demand
* Prerequisite(s): University Advanced Standing
For educators and general public interested in technology integration. Examines the ever-expanding array of options available to educators, business personnel and government agencies for creating and distributing rich media based materials. Explores what new technologies and creative practices are available and how to implement them into their present workflow. Focuses on getting the most out of Digital Media technology. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 4430
Audio Mastering
3:3:0 Fall
* Prerequisite(s): DGM 3420, Portfolio Review Acceptance, and University Advanced Standing
Deals with the final step in any audio production–Mastering. Covers the art of final EQ and Compression. Explores the issues of bit depth, sampling rates, dither, jitter, EQ techniques, and Dynamic Range manipulation (expanders and compressors). Looks into analog and digital signal processors, including reverb, and the final step of putting an album together with a brief discussion on vinyl pre-mastering. Teaches the use no fewer than 15 different compressors, both analog and digital for comparative listening tests. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 450R
Story Editing for Digital Media
3:2:3
* Prerequisite(s): DGM 1510 and University Advanced Standing
* Prerequisite(s) or Corequisite(s): DGM 3570 or THEA 2741
Teaches necessary skills for working with writers and producers preparing scripts for production through various media technologies. Uses Daniel Methodology to analyze stories in all stages from early concept to production scripts, identify strengths, diagnose weaknesses, and find possible solutions to strengthen the scripts. Teaches consulting techniques for working with writers and producers to communicate clearly and in a way that encourages and empowers them to suit their storytelling plan to the appropriate technologies. May be repeated for a maximum of 6 credits toward graduation.
DGM 454R
Cinematography Workshop
3:2:2
* Prerequisite(s): DGM 3540, Portfolio Review Acceptance and University Advanced Standing

Offers an advanced workshop format class structure. Utilizes project-based opportunities to apply and hone advanced professional skills in composition, lighting and camera movement. May be repeated for a maximum of 9 credits toward graduation. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 4550
Producing II
3:3:0
Spring
* Prerequisite(s): DGM 3550

Implements the advanced process of motion picture development and distribution with focus on the role of the producer in identifying, evaluating, developing, financing and securing distribution.

DGM 4560
Color Grading
3:2:2
* Prerequisite(s): DGM 3560, Portfolio Review Acceptance and University Advanced Standing

Focuses on digital post production workflow and color grading, digital output for digital motion picture production. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 457R
Longform Digital Storytelling Project Development
3:2:3
* Prerequisite(s): DGM 1510 and (DGM 3570 or THEA 2741), University Advanced Standing
* Prerequisite(s) or Corequisite(s): DGM 450R

Focuses on developing story concepts into producible digital media projects ready for preproduction with demonstrated technological, economic and artistic viability, by using proven storytelling approaches including Daniel Methodology to existing and emerging digital technologies. May include episodic video series, experimental new media, digital films, games, eBooks, etc. Uses original concepts or existing scripts, reworks the storytelling for a selected technology. Utilizes digital cinema, video streaming, eBooks, interactive media, gaming technology, virtual reality, and "new media." Emphasizes expanding the boundaries of what is possible using classic storytelling approaches such as Daniel Methodology applied to technological innovations in software, hardware, interactive design and innovative theoretical and practical methods for telling stories through digital technology. Uses applied digital media to demonstrate effective storytelling. For the purposes of this class, "Longform" is defined as requiring an end-user a minimum of forty-five minutes to consume the media. May be repeated for a maximum of 9 credits toward graduation.

DGM 4610
Designing Technology based Training
3:3:0
On Sufficient Demand
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Provides shadowing opportunities in an educational or business setting where students can see basic principles of training and development in action and gain insights into training design, development, implementation, and evaluation. Uses the course map content from the DGM 3290 course pre-to-author a technology-based training program, which includes creating a course navigation map (flowchart) to determine course sequence and navigational paths, designing storyboard frames with multimedia elements, and generating the navigation map and storyboards into an authoring tool. Completers should be prepared to apply shadowing experiences, discussion insights, and pre-authoring computer skills to future training opportunities. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 4620
Producing Technology based Training
3:3:0
On Sufficient Demand
* Prerequisite(s): DGM 4610 and University Advanced Standing

Builds on information taught in DGM 3290 and DGM 4610. Generates story boards from a computer design tool into an authoring tool. Teaches basic principles of building and editing frames with text and multimedia elements. Provides practice and feedback, remediation as needed. Addresses individual learner needs and evaluation of program effectiveness. Uses program objectives to evaluate final program product. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 4621
Performance Animation
3:2:3
On Sufficient Demand
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Teaches basic animation principles, such as: flexibility, timing and spacing, overlapping action, the successive-breaking-of-joints, and overlapping action. Covers theatrical performance animation, emotional facial, phoneme, and dialoged animation. Explores expressive character enactment, representative of life. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 4630
Technical Direction for Animation and Game Development I
3:3:0
Fall
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Focuses on the production of digital special effects and compositing in 2D and 3D environments. Includes multi-layer effects, green screen, digital mattes, and grading. Tools may include visual effects editing and particle generation software. Software fee of $15 applies. Course fee of $19 for software and plug-ins applies. Lab access fee of $35 for computers applies.

DGM 4640
Technical Direction for Animation and Game Development II
3:3:0
Spring
* Prerequisite(s): DGM 4630, Portfolio Review Acceptance, and University Advanced Standing

Focuses on the use of digital special effects in a three-dimensional environment including high-end particle effects, digital fluids, and advanced simulation. Tools include industry standard Maya and Houdini. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 4790
Rich Internet Application Development II
3:3:0
On Sufficient Demand
* Prerequisite(s): DGM 3790, Portfolio Review Acceptance, University Advanced Standing

Investigates a wide variety of RIA technologies including media server, messaging, and web services. Teaches how to design and develop RIAs using a variety of tools, code frameworks, and delivery clients. Requires creation of interactive and useful media-rich web experiences for end users. Software fee of $15 applies. Lab access fee of $35 for computers applies.

DGM 481R
Internship
1 to 8:0:5 to 40
Fall, Spring, Summer
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

For Digital Media majors only. Provides a transition from school-to-work where learned theory is applied to actual practice through a meaningful on-the-job experience. Includes student, employer and coordinator evaluations, on-site work visits, and written assignments. Completers should obtain experience in establishing and accomplishing individualized work objectives that improve work performance. Internship is intended for senior DGM students who are working at that level. Credit is determined by the number of hours a student works during the semester and completion of individually set goals. May be repeated for a maximum of 16 credits towards graduation. May be graded credit/no-credit.
DGM 497R  
Independent Study  
1 to 3:0 to 3:0 to 9  
* Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

For bachelor's degree students and other interested persons. Offers independent study as directed in reading or in individual projects; offered at the discretion and approval of the department chairperson. May be repeated for a maximum of 6 credits toward graduation.