

# graphic communications

FALL 2009 CLASS SCHEDULE



100B · ADVANCED ADOBE ILLUSTRATOR  
BY LISA HEER

The Graphic Communications Department provides instruction in concept development and design, typography, production art tools and processes, and print production. Our programs will prepare you for entry-level employment or transfer to a four-year institution.

For further information on the specifics of the degree and certificate programs, consult the current catalog, available in the bookstore or online at [www.ccsf.edu/graphic](http://www.ccsf.edu/graphic). For information about registration, use the Fall 2009 Time Schedule.

## FIRST SEMESTER CREDIT COURSES

Ocean Campus  
50 Phelan Avenue  
Office: V141  
415.452.5090

**These courses are the foundation of our program of study. Most are prerequisite to advanced courses. As a new student, you should take these courses before any others. If you believe you already have these skills, follow the prerequisite challenge procedure on page 5.**

Mission Campus  
1125 Valencia Street  
at 22nd Street  
Offset Printing  
Basement, Room 012  
415.920.6085

### DSGN 101 – Design Fundamentals

MW	9:00–12:00	Shimm/Heilweil	Ocean
TR	9:00–12:00	Brees/Revlock	Ocean
MW	12:00–3:00	McAteer/Leber	Ocean
MW	6:00–9:00	Yung/ Staff	Mission

A multidisciplinary collaborative design course, covering the theories, processes, vocabulary, techniques and skills common to design disciplines. Equivalent to GRPH 21.

Digital Printing  
2nd floor, Room 205  
415.920.6045

### Orientation to Design & Graphic Comm. – 23

T	6:30–8:30	Galbraith	Ocean
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Survey class acquainting students with areas of study and employment in graphic design, illustration, industrial design, prepress and print production.

Computer Lab  
2nd floor, Room 206

### Introduction to Mac Graphics – 25

TR	9:00–11:00	Staff	Ocean
TR	11:00–1:00	Staff	Ocean
F	9:00–1:00	Bivens	Mission
R	6:00–10:00	Bivens	Ocean
S	9:00–1:00	Reuben	Ocean

Introductory Macintosh computer class—hardware, operating system, word processing, basic raster and vector art and page layout graphics software are covered.

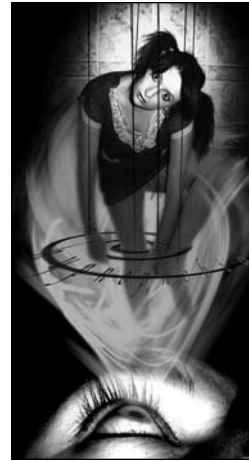
### Survey of Print Production – 27

TR	2:00–5:00	Atkinson	Mission
MW	1:30–4:30	Atkinson	Mission
MW	6:00–9:00	Atkinson	Mission

Practical, hands-on course covering the print production process: copy prep, paste-up, camera, film assembly and press will be covered.

**INTERMEDIATE AND ADVANCED CREDIT COURSES**

These courses deliver the theory, skills and practical experiences required in our program. Please pay attention to the pre/corequisites when selecting courses.



98B - ADVANCED ADOBE PHOTOSHOP  
BY DOROTHY MAK

**Graphic Design – 35**  
TR 9:00–12:00 Chytrowski Ocean  
R\* 6:00–9:00 Comacchio Mission  
Prereq: GRPH 21 or DSGN 101 or MMSP 125 or ART 125  
\*Hybrid course: online and face-to-face meetings on Thursday evenings.

**Advanced Graphic Design – 36**  
TR 6:00–9:00 Staff Ocean  
Prereq: GRPH 35

**Digital Printing/Publishing – 40**  
MW 9:00–12:00 Curtis Mission

**Basic Typography – 53A**  
W 6:00–10:00 Comacchio/Löfkvist Mission  
Prereqs: GRPH 21 or DSGN 101 or MMSP 125 or ART 125 and GRPH 25 or MMSP 120. Coreq: GRPH 101A

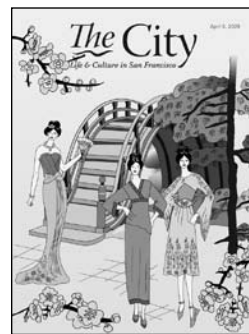
**Typographic Design – 53B**  
F 9:00–1:00 Leber Ocean  
Prereq: GRPH 53A

**Prepress Production Laboratory – 68**  
TR 1:00–5:00 Leber/Seckman Ocean  
Prereq: GRPH 98A or 100A or 101A

**Digital Scanning and Correction – 78**  
M 1:00–4:00 Beales Ocean  
Prereq: GRPH 25 or MMSP 120. Coreq: GRPH 27

**Letterpress Printing – 92A**  
S 9:00–3:00 Pinetti Mission  
Short term 8-week course 8/22/09–10/17/09

**Beginning Adobe Photoshop – 98A**  
M 9:00–1:00 Polt-Jones Ocean  
F 1:00–5:00 Stevenson Ocean  
W 6:00–10:00 Polt-Jones Mission  
Prereq: GRPH 25 or MMSP 120



100B - ADVANCED ADOBE ILLUSTRATOR  
BY CYNTHIA EWERS



35 - GRAPHIC DESIGN  
BY INEKE MOSS

**INTERMEDIATE AND ADVANCED CREDIT COURSES-CONTINUED**

**Advanced Adobe Photoshop – 98B**  
W 9:00–1:00 Stevenson Ocean  
Prereq: GRPH 98A



98B - ADVANCED PHOTOSHOP  
BY SHUK TAM

**Beginning Adobe Illustrator – 100A**  
F 9:00–1:00 Seckman Ocean  
W 1:00–5:00 Seckman Ocean  
Prereq: GRPH 25 or MMSP 120. Coreq: GRPH 27

**Advanced Adobe Illustrator – 100B**  
W 6:00–10:00 Seckman Ocean  
Prereq: GRPH 100A

**Beginning Adobe InDesign – 101A**  
R 1:00–5:00 Staff Ocean  
M 6:00–10:00 Staff Mission  
Prereq: GRPH 25 or MMSP 120



36 - PUBLICATION DESIGN  
BY HILLARY PITTMAN

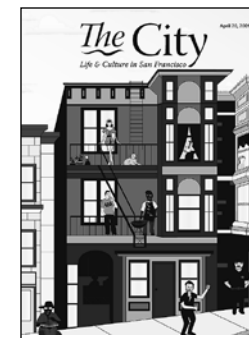
**Advanced Adobe InDesign – 101B**  
M 1:00–5:00 Staff Ocean  
Prereq: GRPH 101A

**Graphic Design for Web – 140**  
TR 9:00–1:00 Staff Ocean  
Prereq: GRPH 35. Coreq: MMSP 130

**Book Structures, Boxes and Bindings – 153**  
S 9:00–3:00 Galbraith Mission  
Short term 8-week course 10/17/09–12/19/09

**Graphic Design & Production Art Work Exp/Internship – 197 or 198**  
Hours Arranged Leber Ocean  
Prereq: GRPH 53B, 36 (197), GRPH 53A, 98A, 100A, 101A. (198) Coreq: Enrollment in at least 7 units including this course and consent of instructor.

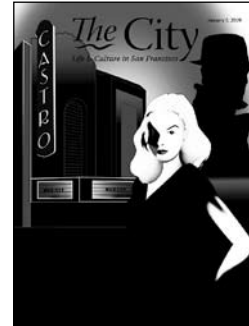
**Print Production Work Exp/Internship – 199**  
Hours Arranged Curtis Ocean  
Prereq: GRPH 25 & 40, or 72A. Coreq: Enrollment in at least 7 units including this course and consent of instructor



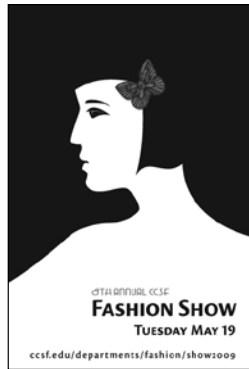
100B - ADVANCED ADOBE ILLUSTRATOR  
BY ERIC JIMENEZ

## MULTIMEDIA STUDIES COURSES

For more information  
contact Beth Cataldo  
415.452.5107  
bcataldo@ccsf.edu



100B - ADVANCED ADOBE ILLUSTRATOR  
BY SHARON THIERGARTNER



68 - PREPRESS PRODUCTION LAB  
BY SHIRLEY EDWARDS

<b>MMSP 110 – Orientation to Multimedia Careers</b>	R	4:30–6:00	Baltrip	Ocean	A survey class focused on the various opportunities for employment in the multimedia industry.
<b>MMSP 120 – Computer Skills for Multimedia</b>	TR	9:00–12:00	Hurwich	Ocean	Introductory Macintosh computer class covering hardware and software, word processing, raster and vector graphics, digital sound, digital video, utility software, and more.
	MW	9:00–12:00	Fong	Mission	
	TR	12:00–3:00	Fong	Mission	
	MW	12:00–3:00	Hurwich	Ocean	
	MW	6:00–9:00	Cox	Mission	
<b>MMSP 125 – Multimedia Content and Form</b>	TR	12:00–3:00	Baltrip	Ocean	Analysis of function and importance of visual elements and design principles in multimedia products.
<b>MMSP 130 – Multimedia Process and Production</b>	Online*		Cataldo	Ocean	Overview of multimedia development, planning, and production. <i>Prereq: MMSP 120 or GRPH 25 *see online section</i>
<b>MMSP 135A – Web Design with Dreamweaver</b>	W	6:00–10:00	Clark	Ocean	Advanced web site design using Dreamweaver on a Macintosh. <i>Prereq: MMSP 120 and 130. Advisory: MMSP 125</i>
<b>MMSP 140 - Flash Essentials</b>	T	2:00–4:00	Cline	Ocean	This class covers the essential features of Adobe Flash, including drawing, animation, sound and interactivity using beginning ActionScript 3.0. <i>Prereq.: MMSP 120</i>
<b>MMSP 146 - 2D Animation with Flash</b>	TR	6:00–9:00	Kelly	Mission	An introduction to techniques used in animation using Flash CS4. <i>Prereq.: MMSP 140 or CS 183A and ART 130A or ART 132A</i>
<b>MMSP 147 3D Imaging with 3D Studio Max</b>	TR	9:00–12:00	Cline	Ocean	An introduction to techniques used in 3D modeling and imaging using 3D Studio Max. <i>Prereq.: MMSP 120 or GRPH 25; and MMSP 125 or GRPH 21 or ART 125A</i>
<b>MMSP 149 – Designing Interactive Applications with Flash</b>	TR	9:00–12:00	Nikoleva	Mission	Hands-on experience designing and programming web sites and other Flash applications with Flash CS4. <i>Prereq.: MMSP 140 or CS 183A</i>
<b>GAME 100 – Exploring Game Worlds</b>	F	12:00–4:00	Cox	Mission	An introduction to the history and status of interactive games. Students examine games as an art form and as part of an ever-growing industry. Includes an introduction to the career opportunities in the game industry. Students will learn how individual games are made, distributed and sold.

mmsp

## DESIGN COLLABORATIVE COURSES

For more information  
contact Lorraine Leber  
415.239.3037  
lleber@ccsf.edu

<b>DSGN 110 – Rapid Visualization</b>	TR	12:00–3:00	Lum/Young	Ocean	A freehand drawing course for the development of visual thinking skills
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dsgn

## NON-CREDIT COURSES

Mission Campus  
1125 Valencia Street  
at 22nd Street

Offset Printing  
Basement, Room 012  
415.920.6085

Digital Printing, Room 205  
415.920.6045

Computer Lab, Room 206



35 - GRAPHIC DESIGN  
BY GLENN BACHMANN

For non-credit classes, you can preregister in the Mission Campus counseling office (Room 120) or contact Kate Ryan at 415 920-6066. Priority enrollment will be given to students enrolled in all five noncredit courses for Graphic Support Specialist Certificate.

<b>Design and Type Fundamentals – GRPH 0921</b>	TR	2:30–5:00	Galbraith	Mission	An introduction to design and typography for visual communication, covering design and process, and use of layout and type to create effective communications.
<b>Introduction to Mac Graphics – GRPH 0925</b>	MTWR	12:00–2:30	Staff	Mission	Introductory Macintosh computer class—hardware, the Mac OS, word processing, graphics using Adobe Photoshop, Illustrator and InDesign. <i>Short term course 8/17/09–10/20/09</i>
<b>Intro to Adobe Illustrator – GRPH 1000</b>	*MW	2:30–5:00	Young	Mission	This course will establish a basic understanding of Adobe Illustrator. <i>*Short term course 10/21/09–12/18/09</i>
	S	9:30–12:00	Staff	Mission	
<b>Intro to Adobe Photoshop – GRPH 1008</b>	TR	2:30–5:00	Stevenson	Mission	This course will establish a basic understanding of Adobe Photoshop. <i>Short term course 9/15/09–11/12/09</i>
<b>Introduction to Adobe InDesign – GRPH 1009</b>	TR	12:00–2:30	Staff	Mission	This course will establish a basic understanding of Adobe InDesign for the creation of documents. <i>Short term course 10/22/09–12/17/09</i>

## DEPARTMENTAL PREREQUISITE POLICY

Many of our courses require that students successfully complete prerequisites before going on to intermediate- and advanced-level courses. As a department we recognize that students enter the program with a broad range of skill levels and experiences. If you believe that you have the skills and experience to skip the prerequisite course(s) for a course you wish to take, please follow the procedure as outlined below.

### DEPARTMENT PREREQUISITE CHALLENGE PROCEDURE

- 1) Contact the instructor assigned to the course that you want to have waived (email is usually best).
- 2) Correspond with the instructor for an interview.
- 3) If the instructor is unavailable, contact the following: For GRPH courses - Smiley Curtis, acurtis@ccsf.edu, office Visual Arts 141, phone 415.452.5090. For MMSP courses - Beth Cataldo, bcataldo@ccsf.edu, office Cloud 339, phone 415.452.5107.
- 4) When meeting with Faculty or Dept. Chair bring to the interview the transcripts, portfolio and any other documentation that validates your experience.
- 5) If the instructor agrees to let you skip the prerequisite course, a prerequisite waiver form will be generated by the Department Chair, Smiley Curtis, V141.
- 6) The prerequisite requirement will be lifted approximately 48 hours after Dept. Chair submits the form.

## GRPH 25 EQUIVALENCY EXAM

Introduction to Mac Graphics (GRPH 25) is a beginning-level computer literacy course that must be completed with a minimum grade "C" before entering digital courses and intermediate design courses. Course topics include: computer system hardware, Macintosh operating system (currently using OS 10.4.2), procedures and navigation of the system and network, fonts and font management, text formatting and basic understanding and usage of pixel-based and vector-based software applications. An equivalency exam is offered for students who feel they have sufficient knowledge in these areas to pass out of GRPH 25 and move directly into intermediate level classes.

To take the exam, go to the open lab (Ocean V-145/Mission-206) and notify the monitor that you want to take the exam.

Please arrive within the time range noted, allowing up to 2 hours to take the exam. Two attempts to pass the exam are allowed. A prerequisite waiver form will be generated upon successful completion of the exam. Go to <[www.ccsf.edu/Departments/Graphic\\_Communications/Student\\_Resources/Lab\\_Hours.htm](http://www.ccsf.edu/Departments/Graphic_Communications/Student_Resources/Lab_Hours.htm)> for the most current open lab hours.

For more information call Barbara Hernandez at 415 920-6045.

# graphic communications

## CERTIFICATES AND MAJORS



98B · ADVANCED ADOBE PHOTOSHOP  
BY LISA HEER

### PRODUCTION ART CERTIFICATE TOTAL UNITS 40

FIRST SEMESTER	UNITS
DSGN 101 Design Fundamentals or GRPH 21 Visual Literacy	3
GRPH 23 Orientation to Design and Graphic Communications	2
GRPH 25 Intro to Mac Graphics or MMSP 120 Computer Skills for Multimedia	3
GRPH 27 Survey of Print Production	3
SECOND SEMESTER	
GRPH 35 Graphic Design	3
GRPH 53A Basic Typography	3
GRPH 98A Beginning Adobe Photoshop	3
GRPH 101A Beginning Adobe InDesign	3
THIRD SEMESTER	
GRPH 53B Typographic Design	3
GRPH 78 Digital Scanning and Color Correction	2
GRPH 101B Advanced Adobe InDesign	3
GRPH 100A Beginning Adobe Illustrator	3
FOURTH SEMESTER	
GRPH 68 Design and Prepress Production Lab	3
GRPH 98B Advanced Adobe Photoshop	3
GRPH 100B Advanced Adobe Illustrator	3

### CERTIFICATE CURRICULA REQUIREMENTS FOR CERTIFICATE OF COMPLETION

Each of the three certificate programs is designed to prepare students to enter the work force. Students may obtain the Certificate of Completion by completing the courses in their program of study with the average final grade of C (2.0 grade-point average) or higher. Prior to registering for courses, students are encouraged to schedule an appointment with faculty for advising.

### PRESS & FINISHING CERTIFICATE TOTAL UNITS 13

FIRST SEMESTER	UNITS
GRPH 23 Orientation to Design and Graphic Communications	2
GRPH 25 Intro to Mac Graphics or MMSP 120 Computer Skills for Multimedia	3
GRPH 27 Survey of Print Production	3
GRPH 72A Offset Press Operations	3
SECOND SEMESTER	
GRPH 60 Product Finishing	2
GRPH 72B Advanced Offset Operations	3

### DIGITAL PRINTING AND PUBLISHING CERTIFICATE TOTAL UNITS 22

FIRST SEMESTER	UNITS
GRPH 25 Intro to Mac Graphics or MMSP 120 Computer Skills for Multimedia	3
GRPH 27 Survey of Print Production	3
GRPH 40 Digital Printing and Publishing	3
SECOND SEMESTER	
CNIT 100 Intro to Computers Using PCs	3
GRPH 60 Product Finishing	3
GRPH 67 Digital Print Production Laboratory	3
SUGGESTED ELECTIVES	
GRPH 72A Offset Press Operations	3
GRPH 147 Adobe Acrobat	1

### ASSOCIATE IN ARTS DEGREE IN GRAPHIC DESIGN

We are living in an information society surrounded by an ever increasing number of words, pictures and sounds. The role of the graphic designer is to form this information in a meaningful way, visualizing and communicating ideas in the most effective manner possible.

The Graphic Design major provides students with a strong foundation in the fundamental aspects of the designer's art. Students develop creativity and ideation skills, learn the elements of communication design and then apply this knowledge to a wide range of design problems. Communication in all forms—visual, verbal and written—is stressed. The program has a unique, hands-on approach, integrating conceptual design studies with traditional and digital tools and production methods.

FIRST SEMESTER	UNITS
DSGN 101 Design Fundamentals or GRPH 21 Visual Literacy	3
GRPH 23 Orientation to Design and Graphic Communications	2
GRPH 25 Intro to Mac Graphics or MMSP 120 Computer Skills for Multimedia	3
GRPH 27 Survey of Print Production	3
SECOND SEMESTER	
GRPH 35 Graphic Design	3
GRPH 53A Basic Typography	3
GRPH 78 Digital Scanning and Color Correction	2
GRPH 101A Beginning Adobe InDesign	3
THIRD SEMESTER	
GRPH 36 Publication Design	3
GRPH 53B Typographic Design	3
GRPH 100A Beginning Adobe Illustrator Graphic Communications electives*	3 2
FOURTH SEMESTER	
GRPH 37 Advanced Graphic Design	3
GRPH 68 Design and Prepress Production Lab	3
GRPH 98A Beginning Adobe Photoshop	3
GENERAL EDUCATION	19–21
*SUGGESTED ELECTIVES FOR GRAPHIC DESIGN	
GRPH 98B, 101B, 100B, 140, 145, 147, 148, 197	

### ASSOCIATE IN SCIENCE DEGREE IN PRINT PRODUCTION

Print Production is a dynamic and rapidly evolving industry, thanks to the integration of digital workflow in print manufacturing. Students seeking a degree in print production will learn both traditional and digital skills so they will be versed in the concepts and processes of print manufacturing as it exists today. Each area of production has basic concepts introduced using traditional production methods, followed by advanced study using digital tools. All classes are taught with industry standards as a guide.

Students successfully completing the program are qualified for entry-level employment in service bureaus, prepress houses, small and large printing companies, bindery shops, and other allied business.

FIRST SEMESTER	UNITS
GRPH 21 DSGN 101 Design Fundamentals	3
GRPH 23 Orientation to Design and Graphic Communications	2
GRPH 25 Intro to Mac Graphics or MMSP 120 Computer Skills for Multimedia	3
SECOND SEMESTER	
GRPH 53A Basic Typography	3
GRPH 78 Digital Scanning and Color Correction	2
GRPH 101A Beginning Adobe InDesign	3
THIRD SEMESTER	
GRPH 70A Electronic Imposition	2
GRPH 72A Offset Press Operations	3
GRPH 98A Digital Imaging	3
GRPH 101B Advanced Adobe InDesign	3
FOURTH SEMESTER	
GRPH 60 Product Finishing	2
GRPH 68 Design and Prepress Production Lab Graphic Communications electives* Additional Graduation requirements	3 5
GENERAL EDUCATION	19–21

\*SUGGESTED ELECTIVES FOR GRAPHIC DESIGN  
GRPH 35, 40, 67, 72B, 98B, 100A/B, 130, 147, 148, 198, 199

## ANIMATION CERTIFICATE

TOTAL UNITS 39-41

The Multimedia Studies Program Animation Certificate combines the study of animation, art, graphics, theater, and problem solving with the tools and techniques of communication for interactive digital media. This course of study prepares students for entry-level positions in multimedia animation.

### FIRST SEMESTER

MMSP 120	Computer Skills for Multimedia .	3
MMSP 125	Multimedia Content and Form or	
DSGN 101	Design Fundamentals	3
ART 130A	Basic Drawing	3
TH A 143	Character Voices: Voice-Over or	
BCST 120	Audio Production	3

### SECOND SEMESTER

MMSP 145	Storytelling/Storyboarding for New Media	3
MMSP 140	Flash Essentials	3
ART 130B	Intermediate Drawing	3
GRPH 100A	Beginning Adobe Illustrator	3

### THIRD SEMESTER

MMSP 146	2D Animation with Flash	3
MMSP 147	3D Imaging with 3D Studio Max	3
GRPH 100B	Advanced Adobe Illustrator .	3
GRPH 98A	Beginning Adobe Photoshop or	
PHOT 60A	Beginning Photoshop	2-3

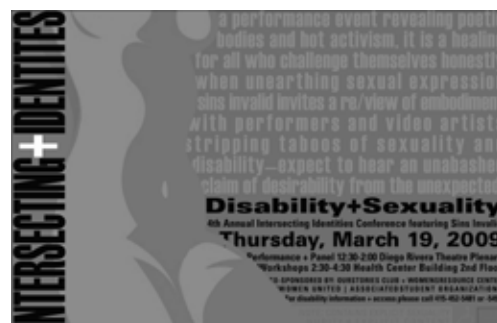
### FOURTH SEMESTER

MMSP 148	Game Design for Multimedia	3
MMSP 150	Advanced Multimedia Production or	
MMSP 160	Multimedia Internship/Work Exp or	
BCST 165A	Industry Internship or	
MMSP 151	Independent Multimedia Project	2-3

Students may choose elective courses from this and other MMS concentration areas, provided that pre- and corequisites are observed

#### \*SUGGESTED ELECTIVES

ARCH 21; BCST 124, 125, 140, 143, 146; CS 183B, 183C; DSGN 110; CINE 24, 54, 60, 136; GRPH 98B; MMSP 130, 135A, 142; PHOT 60B



68 - PREPRESS PRODUCTION LABORATORY  
BY ROBIN SHERRER

## RICH MEDIA PRODUCTION CERTIFICATE

TOTAL UNITS 41-44

The Multimedia Studies Program Rich Media Production Certificate combines instruction and practice with the concepts, techniques and technology of audio, film and video production for interactive digital media. This course of study prepares students for entry-level positions in multimedia rich media production.

### FIRST SEMESTER

MMSP 110	Orientation to Multimedia	2
MMSP 120	Computer Skills for Multimedia	3
MMSP 125	Multimedia Content and Form or	
DSGN 101	Design Fundamentals	3
BCST 140	Video Production or	
CINE 24	Basic Film Production or	
BCST 145	Field Video Production	3

### SECOND SEMESTER

MMSP 130	Multimedia Process and Production	3
BCST 120	Audio Production	3
MMSP 140	Flash Essentials or	
CS 183A	Computer Multimedia Tools	3
CINE 25	Beginning Film Editing or	
	Electives (See below)	3

### THIRD SEMESTER

BCST 124	Digital Audio Production or	
MUS 30	Electronic Music Lab	2-3
BCST 143	Digital Video Editing or	
BCST 144	Desktop Video/Film or	
CINE 56	Introduction to Digital Film Editing	3
MMSP 133	DVD Authoring	3

### FOURTH SEMESTER

BCST 146	Digital Video Effects or	
CINE 136	Special Effects	3
MMSP 132	Digital Media Distribution	2
BCST 135	Podcasting	1
MMSP 150	Advanced Multimedia Production or	
MMSP 151	Independent Multimedia Projects	2-3
MMSP 160	Multimedia Internship/Work Experience or	
BCST 165A	Industry Internship or	
MMSP 165	Multimedia Portfolio Development	2

Students may choose elective courses from this and other MMS concentration areas, provided that pre and corequisites are observed.

#### \*SUGGESTED ELECTIVES

BCST 101, 103, 110, 119, 125, 126, 127, 131, 133, 145, 148, 149; BSEN 76; CNIT 131; CINE 21, 30, 54, 60, 76, 126; GRPH 35, 98A; MMSP 135A, 142, 145, 147, 148; JOUR 35; MUS 29, 31; PHOT 57; TH A 145

## PERFORMANCE ARTS CERTIFICATE

TOTAL UNITS 38-39

The Multimedia Studies Program Performance Arts Certificate combines the creative arts of music and theater with the digital tools for production in live performance. Students will be well-versed in the creation of digital sound, music, and computerized technologies for live theatrical performance.

### FIRST SEMESTER

MMSP 110	Orientation to Multimedia	2
MMSP 120	Computer Skills for Multimedia	3
MMSP 125	Multimedia Content and Form or	
DSGN 101	Design Fundamentals	3
MUS 28	Contemporary Music or	
TH A 1	Intro to Theatre	3

### SECOND SEMESTER

MMSP 130	Multimedia Process and Production	3
MMSP 140	Flash Essentials or	
CS 183A	Multimedia Tools	3
MUS 30	Electronic Music Lab	2
	Electives (See below)	3

### THIRD SEMESTER

MUS 31	Digital Music Studio	3
TH A 145	Performance Art: New Media Workshop	3
MMSP 145	Storytelling/Storyboarding for New Media	3
MMSP 146	2D Animation with Flash	3
	Electives (See below)	3

### FOURTH SEMESTER

MMSP 150	Advanced Multimedia Production or	
MMSP 160	Multimedia Internship/Work Experience or	
BCST 165A	Industry Internship or	
MMSP 151	Independent Multimedia Projects	2-3
MMSP 165	Multimedia Portfolio Development	2

Students may choose elective courses from this and other MMS concentration areas, provided that pre and co-requisites are observed.

#### \*SUGGESTED ELECTIVES

BCST 140; CNIT 131; CINE 24, 136; GRPH 98A; MMSP 135A ; 142; 144, 147; MUS 29, 31, 44; PHOT 57, 60A; TH A 116, 129, 143, 200

## MULTIMEDIA PROGRAMMING CERTIFICATE

TOTAL UNITS 38-39

The Multimedia Studies Program Multimedia Programming Certificate includes instruction and practice in specific programming languages and authoring tools. This course of study prepares students for entry-level positions in computer programming in the multimedia field.

### FIRST SEMESTER

MMSP 110	Orientation to Multimedia	2
MMSP 120	Computer Skills for Multimedia	3
CNIT 132	Intermediate HTML and XHTML	3
CS 160A	Introduction to Unix/Linux	2

### SECOND SEMESTER

MMSP 130	Multimedia Process and Production	3
MMSP 140	Flash Essentials or	
CS 183A	Multimedia Tools	3
CS 111A	Intro to Programming: Java or	
CS 110A	Intro to Programming: C++	3
CS 113A	Intro to Perl Programming	3

### THIRD SEMESTER

CS 111B	Programming Fundamentals: Java	3
CS 113B	Object Oriented Perl Programming	3
CS 183B	Flash Game Programming I	3

### FOURTH SEMESTER

CNIT 133	Interactive Web Pages	3
MMSP 150	Advanced Multimedia Production	
	or	
MMSP 160	Multimedia Internship/Work Experience	
	or	
MMSP 151	Multimedia Independent Projects	2-3
MMSP 165	Multimedia Portfolio Development	2

Students may choose elective courses from this and other MMS concentration areas, provided that pre and corequisites are observed.

#### \*SUGGESTED ELECTIVES

BCST 140; CS 111C, 130A, 134, 150A, 181, 182, 183C; CINE 24; GRPH 35; MMSP 125; 135A; 142



100B - ADVANCED ADOBE ILLUSTRATOR  
BY ESPERANZA MACIAS



**SCHEDULING WORKSHEET**

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
8AM						
9						
10						
11						
12PM						
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						

**CLASSES I WANT TO TAKE**

Class	Day(s)	Time	Location	Instructor
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
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