DESIGN

Program Purpose: Students who complete Design courses will apply design principles, concepts, and technologies to create innovative messaging and visual solutions. Text and images will be transformed into compelling messaging and visual storytelling through the most effective media available, from motion graphics and interactive communication to spatial applications such as environmental graphics, way-finding systems, 3D commercial graphics and branded environments. Throughout these courses, students will also explore the history, criticism, and business of communication design.

The Design program prepares students for freelance careers and/or entry-level positions in the design market, as well as for transfer to four-year colleges and universities. The program emphasizes the basic skills, knowledge, and abilities needed to implement creative, technical, and aesthetic solutions into print and publication design; web and interface design; motion graphics and animation, branding, identity, and type design.

Design (DES) Course Guide *(https://www.moorparkcollege.edu/sites/ moorparkcollege/files/media/pdf_document/2022/DES%20Course %20Guide.pdf)*

DES M80 Internship in Design 1-4 Units
Formerly: GR M80; MM M80
In-Class Hours: 52.5-210 laboratory
Prerequisites: Completion of or concurrent enrollment in one course in the discipline and instructor approval
Provides on-the-job learning to develop effective work habits, attitudes, and career awareness in paid or unpaid internships that are related to the discipline. Involves the development and documentation of learning objectives and the completion of an internship paper, presentation, or project. Includes both workplace supervisor and faculty adviser feedback and/or written evaluations. Course Credit Limitation: To take this course, contact the Career Transfer Center. Requires orientation sessions. Students receive one unit of credit for each 60 hours unpaid or 75 hours paid work. May enroll in up to 4 units a semester with a maximum of 16 total units of any type of work experience.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Repeatable for Credit: Course may be taken up to 3 times for credit.
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

DES M100 Design and Society 3 Units
Formerly: GR M10
In-Class Hours: 52.5 lecture
Examines the fundamentals of design including design theory, the language and history of design, and contemporary design practices. Emphasizes the basic principles and the human experience in design, including graphic design and advertising, industrial design, environmental design, and media arts.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Credit Limitations: Credit will not be awarded for both the honors and regular versions of a course. Credit will be awarded only for the first course completed with a grade of "C" or better or "P". Moorpark College Honors Program requires a letter grade.
Degree Applicability: Applies to Associate Degree
AA/AS GE: C1
Transfer Credit: CSU, UC
UC Credit Limitations: None
CSU GE-Breadth: C1
IGETC: 3A

DES M100H Honors: Design and Society 3 Units
Formerly: GR M10H
In-Class Hours: 52.5 lecture
Examines the fundamentals of design including design theory, the language and history of design, and contemporary design practices. Emphasizes the basic principles and the human experience in design, including graphic design and advertising, industrial design, environmental design, and media arts. Honors work challenges students to be more analytical and creative through expanded assignments, real-world applications and enrichment opportunities.
Grade Modes: Letter Graded
Credit Limitations: Credit will not be awarded for both the honors and regular versions of a course. Credit will be awarded only for the first course completed with a grade of "C" or better or "P". Moorpark College Honors Program requires a letter grade.
Degree Applicability: Applies to Associate Degree
AA/AS GE: C1
Transfer Credit: CSU, UC
UC Credit Limitations: None
CSU GE-Breadth: C1
IGETC: 3A

DES M101 Design History 3 Units
Formerly: GR M11
In-Class Hours: 52.5 lecture
Examines the major issues in twentieth century design and identifies possible future trends. Focuses on the period beginning with the Arts and Crafts Movement of the late nineteenth century and continuing through the modern and postmodern design movements of the twentieth and twenty-first centuries. Explores relationships with history, culture, technology, art, and social values.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Credit Limitations: Credit will not be awarded for both the honors and regular versions of a course. Credit will be awarded only for the first course completed with a grade of "C" or better or "P". Moorpark College Honors Program requires a letter grade.
Degree Applicability: Applies to Associate Degree
AA/AS GE: C1
Transfer Credit: CSU, UC
UC Credit Limitations: None
CSU GE-Breadth: C1
IGETC: 3A

DES M101H Honors: Design History 3 Units
Formerly: GR M11H
In-Class Hours: 52.5 lecture
Examines the major issues in twentieth century design and identifies possible future trends. Focuses on the period beginning with the Arts and Crafts Movement of the late nineteenth century and continuing through the modern and postmodern design movements of the twentieth and twenty-first centuries. Explores relationships with history, culture, technology, art, and social values. Honors work challenges students to be more analytical and creative through expanded assignments, real-world applications and enrichment opportunities.
Grade Modes: Letter Graded
Credit Limitations: Credit will not be awarded for both the honors and regular version of a course. Credit will be awarded only for the first course completed with a grade of "C" or better or "P". Moorpark College Honors Program requires a letter grade.
Degree Applicability: Applies to Associate Degree
AA/AS GE: C1
Transfer Credit: CSU, UC
UC Credit Limitations: None
CSU GE-Breadth: C1
IGETC: 3A

DES M120 Introduction to Computer Graphics 3 Units
Formerly: GR M23
In-Class Hours: 35 lecture, 52.5 laboratory
Introduces visual technologies, concepts and principles of production used by designers and media artists. Explores software applications as they relate to current methods of design and media arts production. Emphasizes the development of fundamental computer skills and an understanding of the relationship between digital media and visual design.
Grade Modes: Letter Graded, Credit by exam, license etc., Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

DES M121 Introduction to Digital Media 3 Units
Formerly: MM M10
In-Class Hours: 35 lecture, 52.5 laboratory
C-ID: ARTS 250, DMGR 100 X
Introduces the tools and techniques, as well as the concepts, and principles of design and production in Digital Media. Includes basic computer skills, digital image capture, image manipulation, illustration, layout, time-based media, 3D, web design, and emerging technologies. Investigates the historical and conceptual relationship between art, media, and technology.
Grade Modes: Letter Graded, Credit by exam, license etc., Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU, UC
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

DES M125 Digital Illustration 3 Units
Formerly: GR M26
In-Class Hours: 35 lecture, 52.5 laboratory
Advisories/Rec Prep: Basic knowledge of computer operating systems, saving files, and image file types
Focuses on digital illustration, currently using Adobe Illustrator for illustration, design, and media arts. Explores appropriate techniques for drawing vector-based paths, perspective, color systems, rendering of light and shade, and Illustrator's typographic capabilities.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

DES M126 Image Editing 3 Units
Formerly: GR M27; PHOT M33
Same-As: PHTC M33
In-Class Hours: 35 lecture, 52.5 laboratory
Advisories/Rec Prep: Basic knowledge of computer operating systems, saving files, and image file types
Focuses on image editing, currently using Adobe Photoshop for photography, design, and media arts. Includes appropriate techniques for tonal and color adjustments, creating masks, non-destructive editing, adjustment layers, retouching, and compositing.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

DES M127 Digital Layout 3 Units
Formerly: GR M24; GR M24A
In-Class Hours: 35 lecture, 52.5 laboratory
Prerequisites: DES M120 (formerly GR M23)
Focuses on producing single-page and multi-page documents, preparing documents for print, and creating press-ready output. Explores the page layout, font and color management, formatting type, working with paragraph styles, importing images, defining and applying color and graphic effects, creating PDFs and packaging files for printing. Introduces the printing processes, papers, bindings and proofing methods.
Grade Modes: Letter Graded, Credit by exam, license etc., Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

DES M130 Design I 3 Units
Formerly: GR M30
In-Class Hours: 35 lecture, 52.5 laboratory
Advisories/Rec Prep: Basic knowledge of computer operating systems, saving files, and image file types
C-ID: DMGR-110X
Provides a solid foundation in the use of the elements and principles of visual design, concept development, the creative design process, production, presentation techniques, and visual storytelling. Requires hands-on experience in visual problem solving through a variety of media.
Grade Modes: Letter Graded, Credit by exam, license etc., Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: C1
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

DES M131 Design II 3 Units
Formerly: GR M31
In-Class Hours: 35 lecture, 52.5 laboratory
Prerequisites: DES M130 (formerly GR M30) or suitable portfolio
Advisories/Rec Prep: DES M120 (formerly GR M23)
Furthers basic design skills and develops conceptual and technical abilities to amplify content through form, image, typography, symbolism and experimentation. Requires hands-on experience in creative problem solving including the exploration of rhythm and balance, texture, figure/ground, visual hierarchy, color, time and motion, and other components, through a variety of media.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

DES M132 Design III 3 Units
Formerly: GR M32
In-Class Hours: 35 lecture, 52.5 laboratory
Prerequisites: DES M131 (formerly GR M31) or suitable portfolio
Advisories/Rec Prep: DES M120 (formerly GR M23)
Provides an advanced level knowledge in the use of the elements of visual language and their relationship to experience, expression and communication. Emphasizes, through projects and exercises, the different aspects of analytical and inventive design thinking through concept development, design and composition using type and image, production and presentation skills.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

DES M133 Typography I 3 Units
Formerly: GR M34
In-Class Hours: 35 lecture, 52.5 laboratory
Advisories/Rec Prep: DES M120 (formerly GR M23) or DES M121 (formerly MM M10)
Introduces the fundamentals of typography, letterforms, typographic terminology, and methods. Explores type families, grid construction, typographic hierarchies, organizations, and selecting and combining type. Surveys the histories of some important typefaces and the conventions and best practices that govern how type is organized, composed, and set; and explores the expressive potential of typography.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU, UC
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

DES M134 Typography II 3 Units
Formerly: GR M25
In-Class Hours: 35 lecture, 52.5 laboratory
Prerequisites: DES M133 (formerly GR M34)
Furthers and refines the basic typographic skills using scale, hierarchy, composition, and type choice in creating a variety of forms, including publications, posters, screen-based media, and environments. Emphasizes the clarity and legibility of the message; sequential page design and detailing; integration of type and image; hierarchies and scale relationships; display typography; typographic word-marks as identities.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

DES M135 Social Media Design 3 Units
In-Class Hours: 35 lecture, 52.5 laboratory
Advisories/Rec Prep: Basic knowledge of computer operating systems, saving files, and image file types
C-ID: DMGR 120 X
Introduces the tools, techniques, and the strategies for visual communication across the social media channels. Explores the creation of solutions to clearly communicate visual messages online. Emphasizes creative problem solving and strategies as applied to social media design.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

DES M136 Advertising Design 3 Units
Formerly: GR M33
In-Class Hours: 35 lecture, 52.5 laboratory
Advisories/Rec Prep: Basic knowledge of computer operating systems, saving files, and image file types
Provides an introduction to the fundamentals of advertising with emphasis on conceptual process and development, and basic advertising methodologies and techniques. Emphasizes the application of conceptual advertising principles and design. Examines the importance of research, copywriting and marketing knowledge in the development of advertising campaigns.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

DES M137 Biotechnology Media Design 3 Units
In-Class Hours: 35 lecture, 52.5 laboratory
Prerequisites: DES M120 (formerly GR M23) or DES M121 (formerly MM M10)
Emphasizes the fundamental digital media skills required to design and create professional media products for the BioTech field. Focuses on conceptual pathways related to interdisciplinary STEAM fields (Science, Technology, Engineering, Art & Math); experiments with mixed digital arts and media, including 3D modeling. Explores the importance of research, models, and props in the design and execution of the final product.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Field Trips: May be required
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

DES M140 Character Design 3 Units
In-Class Hours: 35 lecture, 52.5 laboratory
Prerequisites: DES M121 (formerly MM M10)
Focuses on the creation of well-formed, believable, and memorable characters with interesting personalities. Includes visual communication through illustrating a character, starting with concept sketches, exploring shapes through iteration and refinement, and creating a basic 2D animation rig to bring it to life.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

DES M141 Animation Basics 3 Units
In-Class Hours: 35 lecture, 52.5 laboratory
Prerequisites: DES M121 (formerly MM M10) or suitable portfolio
Focuses on fundamental principles of animation, study of the basic theory and mechanics of the discipline and development of simple animation. Includes storyboarding, visual storytelling, character development and environments. Applies techniques such as stop-motion, onionskin, and follow-through using industry-standard software used for animation development.
Grade Modes: Letter Graded, Credit by exam, license etc., Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

DES M142 Motion Graphics 3 Units
Formerly: MM M30, MM M03
In-Class Hours: 35 lecture, 52.5 laboratory
Prerequisites: DES M121 (formerly MM M10)
Introduces motion graphics fundamentals, including compositing, visual effects, type in motion, and animation techniques. Includes concept development, storytelling, and aesthetics in creating motion graphics, including composition, color, motion, and timing. Produces animated sequences by using digital images, vector-based content, video, and audio.
Grade Modes: Letter Graded, Credit by exam, license etc., Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

DES M143 3D Fundamentals 3 Units
Formerly: MM M40; MM M04
In-Class Hours: 35 lecture, 52.5 laboratory
Prerequisites: DES M121 (formerly MM M10)
Introduces the fundamental concepts and tools used in the creation of 3D digital animation, including modeling, texture mapping, lighting, animation, and rendering. Explores the creation of characters, environments, and animation through visual narrative and design strategies, as well as a working knowledge of the industry standard software.
Grade Modes: Letter Graded, Credit by exam, license etc., Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU, UC
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

DES M150 Web Design 3 Units
Formerly: MM M20
In-Class Hours: 35 lecture, 52.5 laboratory
Prerequisites: DES M121 (formerly MM M10)
Advisories/Rec Prep: DES M130 (formerly GR M30)
Introduces web design fundamentals, including the design process, target audience, site maps, information architecture, interface design, and usability. Includes web hosting, file management, FTP, optimizing images, color theory, web typography, HTML, CSS, and the basics of responsive web design. Using current industry standard technology develops the necessary skills for design and development of websites.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

DES M151 UI/UX Design 3 Units
Formerly: MM M50
In-Class Hours: 35 lecture, 52.5 laboratory, 52.5 activity
Prerequisites: DES M121 (formerly MM M10)
Advisories/Rec Prep: DES M130 (formerly GR M30)
Introduces all stages of the UI/UX development process, from user research to defining a project's strategy, scope, and information architecture, to developing sitemaps and wireframes. Emphasizes current best practices and conventions in UX design and applies them to create effective and compelling screen-based experiences, interface design and interaction design for websites or apps.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

DES M190 Design Portfolio 3 Units
Formerly: MM M90; GR M90
In-Class Hours: 35 lecture, 52.5 laboratory
Prerequisites: DES M120 (formerly GR M23) or DES M121 (formerly MM M10)
Provides students the opportunity to create new projects and refine existing projects for entry-level positions and for transfer institutions. Includes design process, message making, building form and composition, and technical execution. Requires completed projects which meet the professional standards.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

DES M191 Design Business Practices 3 Units
In-Class Hours: 35 lecture, 52.5 laboratory
Advisories/Rec Prep: Basic knowledge of computer operating systems, saving files, and image file types
C-ID: DMGR 130 X
Explores opportunities for employment in the design community, best practices for freelance design, and methods for overseeing the production of finished design artifacts. Emphasizes knowledge in all steps of design from concept and copyright to manufacturing, retail, and billing clients.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

- Design, Associate in Science (http://catalog.vcccd.edu/moorpark/programs-courses/design/design-as/)
- Media Arts, Associate in Science (http://catalog.vcccd.edu/moorpark/programs-courses/design/media-arts-as/)

- Animation Basics, Certificate of Achievement (http://catalog.vcccd.edu/moorpark/programs-courses/design/animation-basics-coa/)
- BioTechnology Media Design, Certificate of Achievement (http://catalog.vcccd.edu/moorpark/programs-courses/design/biotechnology-media-design-coa/)
- Design Fundamentals, Certificate of Achievement (http://catalog.vcccd.edu/moorpark/programs-courses/design/design-fundamentals-coa/)
- Design, Certificate of Achievement (http://catalog.vcccd.edu/moorpark/programs-courses/design/design-coa/)
- Digital Effects, Certificate of Achievement (http://catalog.vcccd.edu/moorpark/programs-courses/design/digital-effects-coa/)
- Digital Fabrication, Certificate of Achievement (http://catalog.vcccd.edu/moorpark/programs-courses/design/digital-fabrication-coa/)

- Digital Film/Video Production Basics, Certificate of Achievement (http://catalog.vcccd.edu/moorpark/programs-courses/design/digital-film-video-production-basics-coa/)
- Graphic Design, Certificate of Achievement (http://catalog.vcccd.edu/moorpark/programs-courses/design/graphic-design-coa/)
- Media Arts, Certificate of Achievement (http://catalog.vcccd.edu/moorpark/programs-courses/design/media-arts-coa/)
- UI/UX Design Basics, Certificate of Achievement (http://catalog.vcccd.edu/moorpark/programs-courses/design/ui_ux_design_basics-coa/)
- Web Design Basics, Certificate of Achievement (http://catalog.vcccd.edu/moorpark/programs-courses/design/web-design-basics/)