MEDIA ARTS, CERTIFICATE OF ACHIEVEMENT

The Media Arts program prepares students for freelance careers and/or entry-level employment in specialized design and digital media agencies, advertising, public relations and related services, and animation, special effects, web and interactive, as well as television and motion picture studios. Students learn to tell visual stories by infusing words, images, motion and interaction with life and meaning, whether by creating UI/ UX and web design for screen or the mobile device, time-based design and animation, design thinking to deliver digital media solutions to art directors and clients. Students explore creative, technical, critical, and design-based solutions to real world issues in order to meet the rigors of a dynamically evolving array of media arts professions.

To earn a Certificate of Achievement in Media Arts, students must complete 31-34 specified units.

Units/

Hours

Title

Course ID

FTMA M101

Required Courses		Hours
	ring courses (25-28 units):	
DES M100	Design and Society	3
or DES M100H	Honors: Design and Society	· ·
DES M121	Introduction to Digital Media	3
DES M130	Design I	3
DES M142	Motion Graphics	3
DES M143	3D Fundamentals	3
DES M150	Web Design	3
DES M151	UI/UX Design	3
DES M190	Design Portfolio	3
DES M80	Internship in Design	1-4
Units form Elective	, ,	6
Total Units		31-34
Course ID	Title	Units/
OGGIOC ID		
		Hours
Elective Courses		Hours
	e two courses (6 units) from the following:	Hours
	e two courses (6 units) from the following: Drawing and Composition I	Hours 3
Select and complete	` '	
Select and complete ART M30	Drawing and Composition I	3
Select and complete ART M30 ART M32	Drawing and Composition I Life Drawing I	3
Select and complete ART M30 ART M32 ART M40	Drawing and Composition I Life Drawing I Illustration I	3 3
Select and complete ART M30 ART M32 ART M40 DES M140	Drawing and Composition I Life Drawing I Illustration I Character Design	3 3 3
Select and complete ART M30 ART M32 ART M40 DES M140 DES M141	Drawing and Composition I Life Drawing I Illustration I Character Design Animation Basics	3 3 3 3
Select and complete ART M30 ART M32 ART M40 DES M140 DES M141 DES M101	Drawing and Composition I Life Drawing I Illustration I Character Design Animation Basics Design History	3 3 3 3
Select and complete ART M30 ART M32 ART M40 DES M140 DES M141 DES M101 or DES M101H	Drawing and Composition I Life Drawing I Illustration I Character Design Animation Basics Design History Honors: Design History	3 3 3 3 3
Select and complete ART M30 ART M32 ART M40 DES M140 DES M141 DES M101 or DES M101H DES M125	Drawing and Composition I Life Drawing I Illustration I Character Design Animation Basics Design History Honors: Design History Digital Illustration	3 3 3 3 3 3
Select and complete ART M30 ART M32 ART M40 DES M140 DES M141 DES M101 or DES M101H DES M125 DES M126	Drawing and Composition I Life Drawing I Illustration I Character Design Animation Basics Design History Honors: Design History Digital Illustration Image Editing	3 3 3 3 3 3
Select and complete ART M30 ART M32 ART M40 DES M140 DES M101 or DES M101H DES M125 DES M126 or PHTC M33	Drawing and Composition I Life Drawing I Illustration I Character Design Animation Basics Design History Honors: Design History Digital Illustration Image Editing Image Editing	3 3 3 3 3 3 3

Introduction to Cinema

GAME M101	Introduction to Game Design	3
PHOT M10	Beginning Photography	3
Year 1		
Fall Semester		Units/Hours
DES M100/M100H	Design and Society	3
DES M121	Introduction to Digital Media	3
DES M130	Design I	3
	Units/Hours	9
Spring Semester		
DES M150	Web Design	3
DES M151	UI/UX Design	3
DES M142	Motion Graphics	3
	Units/Hours	9
Year 2		
Fall Semester		
DES M143	3D Fundamentals	3
DES M80	Internship in Design	1-4
	Units/Hours	4-7
Spring Semester		
DES M190	Design Portfolio	3
	Units/Hours	3
	Total Units/Hours	25-28

Upon successful completion of this program, students will be able to:

 apply creative, technical, critical, historically informed, and designbased solutions through various media.