CORMORAN DIGITAL MEDIA
DESIGN (CDM)

CDM 0841. Web Design for Professionals. 0 Credits.
Using industry-standard Adobe Dreamweaver, this professional
development workshop introduces students to the basics
of modern web development and design, including best
practices; formatting with CSS; understanding Web 2.0;
reusing data; using open-source JavaScript libraries; the role of
the database in web design, creating forms, using Photoshop
to create mouse-overs, optimizing images for the Internet,
using AJAX to create widgets and drop-down menus; and
much more. Students critique sites, discuss finding a niche in
the huge world of web design, review likely web design trends
in the next several years, and discuss project management
and customer relations, including explaining the technical
and design sides of projects to clients who are otherwise not
equipped to evaluate project goals. Pre-requisite: At least two
years professional experience with Photoshop.

CDM 0880. Digital Video Basics Workshop. 0 Credits.
Learn to plan, shoot and edit a video production using
the latest DV technology. This intensive course offers the
student hands-on training in digital movie making and editing
techniques using Final Cut Pro. Basic script writing and tools for
lighting, editing, and acquiring audio/video are covered. Prior
Mac OSX experience preferred.

CDM 1200. Digital Design I. 3 Credits.
An introduction to design fundamentals and digital software
tools. The use and application of type and images to design
projects; image making; methods, processes, visual hierarchy,
and visual communication strategies; and professional
practices, project workflow, and the critique process. Students
learn to use professional design industry digital software tools,
including Adobe Photoshop, Illustrator, and InDesign.

CDM 1201. Digital Design Fundamentals. 1.5 Credit.
This course introduces the fundamentals of digital design using
Adobe Illustrator, InDesign, and Photoshop taught within the
context of contemporary professional design. Students learn to
navigate these three essential graphic design programs and to
use the tools and functions necessary for professional design
work, both as individual software programs and in combination
with one another. Upon completion of this course, students
have a solid understanding of how to use Illustrator, InDesign
and Photoshop to create typography, layouts and images
Recommended background: Concurrent registration in CGD
1011 strongly recommended for students without prior design
experience.

CDM 1241. Web Design Fundamentals. 1.5 Credit.
In this hands-on course, students explore the technical and
design fundamentals of creating a website. Students learn
how to hand-code Web pages with HTML and CSS, to format
text, incorporate images, build tables and create links, as
well as how to use Photoshop to prepare images for the web.
Through lectures, demonstrations and critiques students are
introduced to the elements of good web design, the basics
of user interface, and recommended standards. Students
design and build a simple website that implements each of the
skills and techniques covered in the course. Each student is
required to host and upload their website. Students enrolling
in this class must have at least 2 years of experience using a
Macintosh computer to save, find and open files. They must
also be familiar with browsing the web.

CDM 1500. Introduction to VectorWorks. 1.5 Credit.
Introduction to the practice of architectural drawing and
detailing through the use of VectorWorks, an industry-
standard CAD software for Exhibition Design, Theater Design,
Landscape Design, and increasingly used by Architects.
Through this course students learn the basics of orthogonal
projections (Plan, Elevation, Section) while learning to use and
navigate the interface of VectorWorks.

CDM 2230. Page Layout for Print and Interactive Design. 3
Credits.
This course focuses on Adobe InDesign’s layout and
typesetting tools for print and interactive design. Course
content covers page layout, grid systems, typography, styles,
tables and forms, color space, file formats, resolution sizes for
print and interactive documents. Project and software workflow
is included in course projects Prerequisites: CDM 1200 or CFN
1000.

CDM 2280. Interactive Web Design I. 3 Credits.
This course offers a technical and conceptual introduction
to web design. Topics covered include visual design; the
fundamentals of website structure and navigation; accessibility
and usability; writing HTML and CSS; and content management
systems. Projects examine the web as a platform for both client-
driven and self-published work.

CDM 2300. Motion Graphics I: After Effects. 3 Credits.
Motion graphics and visual effects for animation, digital video,
and film using Adobe After Effects. Visual storytelling through
kinetic sequencing, using images, type, and sound. Students
learn to create and communicate with pre-visualization tools
such as storyboards and style frames before animating in the
timeline. Asset management, timeline work flow, keyframes,
sound, compositing techniques, basic keying, effects, lighting,
and camera use. Projects cover all facets of motion design
and narrative storytelling from conceptual design to final
production. Prerequisites: CDE 1090 or CDM 1200.
CDM 2320. Digital Illustration I for Designers. 3 Credits.
Digital illustration for print and web. Application of traditional illustration to digital media, using primarily Adobe Photoshop and Illustrator. Focus on concept development and personal style. Critiques consider composition, lighting, content, meaning, and other constructive criteria.

CDM 2420. Sound Design and Editing. 3 Credits.

CDM 3010. Special Topics in Design. 3 Credits.
Topics vary by semester. May be repeated for credit provided topic differs. See department for more details. Prerequisite: CDE 1090.

CDM 3090. Digital Media Design Studio III. 3 Credits.
Mood boards, storyboards, style frames, video editing, narrative structure, animation, and motion graphics for the network television industry. Design and animation methodology, processes, language, and the critique process. Project workflow, professional presentation, and professional practices for designers and animators are integrated into course projects. The semester long course project is a network ID package that includes a 10 second open, bump in, bump out, lower thirds, and in-show transitions . Adobe After Effects and handcraft tools. Restricted to students in the BFA in digital media design program. Prerequisite: CDE 2091.

CDM 3091. Digital Media Design Studio IV. 3 Credits.
In this advanced level course, students learn and develop skill sets in research, script writing, and voice-overs. Course projects include creating mood boards, storyboards, style frames, video editing, narrative structure, animation, and motion graphics. Students learn design and animation methodology, processes, language, and the critique process. Project workflow, professional presentation, and professional practices for designers and animators are integrated into course projects. Course projects include a Network Promo animation and a kinetic infographic. Students expand their skill sets with Adobe After Effects and handcraft tools in course projects. At the end of the semester, students obtain experience in professional animation projects and skill sets, while understanding on-the-job expectations for a fast-paced professional animation studio in the network television and film industry. Restricted to students in the BFA in digital media design program. Prerequisite: A grade of “C” or better in CDM 3090 or permission of the department chair.

CDM 3280. Interactive Web Design II. 3 Credits.
In this course, students learn to design for dynamic systems. Building on the foundation of Interactive Web Design I, students use tools such as JavaScript, PHP, and SQL in to create pages that communicate up-to-the-minute information. Prerequisite: CDM 2280.

CDM 3300. Motion Graphics II: After Effects. 3 Credits.
Animation and motion graphics using Adobe After Effects. Kinetic sequence projects include narrative animation and type in motion. Students develop advanced level storyboards and style frames as pre-visualization tools. Projects incorporate sound and audio files as tone and storytelling elements. Project workflow emphasizes narrative exploration, pacing, timing, and scene transitions. Projects encompass all facets of motion design and narrative storytelling from conceptual design to final production. Prerequisite: CDM 2300.

CDM 3310. Animation I: Cinema 4D. 3 Credits.
3D animation using Cinema 4D software. 3D space, scale, perspective, modeling, lighting, camera use, and textures. Animation processes, methods, and workflow as they design and produce small- and large-scale objects in 3D environments. Course content and projects focus on Cinema 4D integration with Adobe Illustration and Adobe Photoshop.

CDM 3311. Animation II: Cinema 4D. 3 Credits.
Intermediate course in 3D animation using Cinema 4D software. Skill sets, project workflow, and production in 3D animation, including 3D space, modeling, lighting, camera use, and textures. Animation processes, methods, and workflow while creating large scale projects using the software. Introduction of more advanced subjects of character rigging and animation, Dynamics, BodyPaint, Particles and MoGraph, with an exploration of the integration between Cinema 4D and After Effects. Prerequisites: CDM 3311.

CDM 3320. Digital Illustration II for Designers. 3 Credits.
The visual communication art of illustration. Students apply drawings to visual story development by composing graphics, concept art, covers, and other application techniques for a variety of media for print and web. Adobe Photoshop with Adobe Illustrator. Prerequisite: CDM 2320.

CDM 3410. Entertainment Design: Movie Key Art. 3 Credits.
This course introduces the fundamental basics of Movie Key Art for the purpose of movie marketing campaigns, which includes movie posters, promotional merchandise, dvd packaging, outdoor and Internet advertising. Topics covered include the history of Movie Key Art, marketing strategy with ideation and branding, as well as typeface development and using Adobe Creative Suite software at an advanced level. Through the use of Adobe Photoshop, Illustrator and Indesign, the process of Key Art Design for movie advertising will be handled step by step. Establishing pay rates and professional practice in the design industry is discussed in this course. Course projects focus on individual and team collaboration for a real world Studio Experience. Prerequisites: CDE 2091 and CGD 2060.
CDM 3420. Sound Design. 3 Credits.
This course introduces students to audio recording, mixing, and mastering skills, as well as creative application of post-production mixing techniques on campus, in the workplace, and at home. Focused on teaching audio recording and post-production mixing basics, this course also concentrates on the history of recording and recording technologies; recording personnel and duties; legal aspects of sound production and design, and the role of the creative process in the world of constantly emerging multimedia and communication technologies. This class features hands-on recording and digital editing in real-world scenarios using a variety of equipment and techniques.

CDM 3430. Design for Mobile Devices. 3 Credits.

CDM 3440. Web Applications: Google, Smart Phones, Drupal, Joomla. 3 Credits.
In this two-part course, learn how to leverage tools used to create mobile and online applications for businesses and organizations. Part 1 focuses on basic iPhone and Google apps. Part 2 covers Drupal, Joomla and Wordpress implementation, including which platform works best for a particular business or organizational model. Prerequisites: CDM 2280 or CDM 1200 or CFN 1000.

CDM 4090. Digital Media Design Thesis I. 3 Credits.
The senior thesis project includes conducting research, writing a thesis paper, interviewing a motion designer or animation professional, writing a script, and designing a thesis animation. Discussion and critique of motion design and animation's role in contemporary culture, commerce, and social identity. This is the culminating project for the BFA in digital media design. Restricted to students in the BFA in digital media design program. Prerequisite: CDM 3091.

CDM 4091. Digital Media Design Thesis II. 3 Credits.
Digital Media Design Senior Thesis is comprised of three components: written paper, interview of digital media design professional, and final multi-media installation. Students must have received a grade of C or above in CDM 4090 to have it count toward the prerequisite requirement. Students finalize the written thesis paper on a design-related topic in the digital media design field. Then, students interview a prominent practitioner in the field of Digital Media Design. As the third component of Digital Media Design Senior Thesis, students translate their thesis paper into a multi-media installation which can be either a rich media interactive experience or a linear or non-linear motion/video narrative. Upon completion, the thesis projects are presented in a special museum exhibition. Restricted to students in the BFA in digital media design program. Prerequisites: CDM 4090 or CDM 4000; or permission of the department chair.

CDM 4300. Motion Graphics III: After Effects. 3 Credits.
Techniques and professional methods for digital filmmaking, video production, and visual effects; process and project workflow for large-scale projects, narrative storytelling, and best professional practices. Builds upon project work in CDM 3300 Prerequisite: CDM 3300.

CDM 4301. Motion Graphics IV. 3 Credits.
Students enrolled in this course learn techniques and apply professional methods for digital filmmaking, video production and visual effects. Advanced course projects include storytelling with camera tracking, green screen, and digital compositing. This course builds upon projects from CDM 4300 Motion Graphics III. Topics covered include process and project workflow for large-scale projects, narrative storytelling, and best professional practices. Students develop advanced level story boards and style frames as pre-visualization tools. Projects incorporate sound and audio files as a tool, tone, and storytelling element. Project workflow emphasizes narrative exploration, pacing, timing, and scene transitions. Critiques are integrated into course projects. Students learn and develop professional verbal communication skills as they develop their creative and technological skill sets Prerequisite: CDM 4300.

CDM 4311. Time-based Media and Animation III. 3 Credits.
This is an advanced course in 3D animation using Cinema 4D software. Students learn advanced skill sets, project workflow, and production in 3D animation, which includes: 3D space, modeling, lighting, camera use, and textures. Students learn animation processes, methods, and workflow while designing and producing a single, high quality animation short, graphics package, commercial campaign, or other equally complex portfolio piece. Students explore the high level subjects of scripting and expressions, while delving deeper into the capabilities of the core foundations of the software as it relates to texture painting and UVs, Organic Modeling, high quality renders, project optimization, and production processes as they relate to real world expectations. Prerequisite: CDM 3312.

CDM 4330. Interaction Design. 3 Credits.
Design - says Elizabeth Coleman - is the art of organizing the world of things to maximum effect. How does this instinct for structure and consequences speak to a practice in interactive media? This course explores ways of shaping experiences and creating meaning in interfaces and on the web. Subjects include user-centered design, information architecture, design documentation, and art direction Prerequisites: CDE 2091 and CGD 2060.

CDM 6010. Topics in Design. 3 Credits.
Issues in contemporary design practice. Topics vary by semester. May be repeated for credit provided topic differs. See department for more details. Materials fee.