GRAPHIC DESIGN AND LIBRARY TECHNOLOGY (IMD)

IMD 100 (3 credit hours)
Digital Information & Communication Technologies
Presents an introduction to the computer and the internet. Examines hardware, software, operating systems, networks, applications, e-mail, digital security, ethics, and social media. Covers word processing, spreadsheet, database, and presentation applications. Emphasizes social media practices/concepts and trends, including platforms, communication, and marketing. Examines effective search strategies and tools for locating, verifying, and sharing information. Lecture: 3 credits (45 contact hours).
Attributes: Digital Literacy
Components: LEC: Lecture

IMD 115 (3 credit hours)
Introduction to Graphic Design
Introduces theory, concepts and techniques required in graphic design. Includes an introduction to layout; color theory and use; design, photo and illustration techniques; and exploration of media in respect to digital design. Integrates concepts regarding the production process including pre-press, printing, other production techniques and distribution. Lecture: 3.0 credits (45 contact hours).
Attributes: Technical
Components: LEC: Lecture

IMD 124 (3 credit hours)
Introduction to Game Development
Presents an overview of the game development process including game development history, platforms, goals, genres, players, story and character development, gameplay, levels, interfaces, audio, development processes, development team roles, marketing, and maintenance. Provides opportunities to play and analyze games and to complete portions of game designs. Lecture: 3 credits (45 contact hours).
Co-requisite: CIT 221 or IMD 221 or Consent of Instructor.
Pre- or co-requisite: CIT 105 or IMD 100 or Consent of Instructor.
Attributes: Technical
Components: LEC: Lecture

IMD 126 (3 credit hours)
Introduction to Desktop Publishing
Examines the use of microcomputers for designing and producing various publications is introduced. Hands-on experience is provided in using desktop publishing software and a laser printer to produce high-resolution publications, such as flyers, brochures, business forms, and newsletters. Students are also introduced to basic design techniques, type and graphics layout, and the related terminology. Lecture: 3 credits (45 contact hours).
Attributes: Technical
Components: LEC: Lecture

IMD 127 (3 credit hours)
Vector Design with Adobe Illustrator
In this course, students will be introduced to and develop vector (line-based) graphics using industry-standard application(s). Topics covered will include examining the theory behind vector graphics, investigating the advertising and print industry's use of this type of graphic, creation of graphics from simple to increasingly complex, as well as development of a portfolio of vector art. Lecture: 3 credits (45 contact hours).
Pre-requisite: IMD 115 or concurrent or consent of instructor.
Attributes: Technical
Components: LEC: Lecture

IMD 128 (3 credit hours)
Raster Design with Adobe PhotoShop
Introduces raster (photo or pixel-based) graphics using industry standard application(s). Covers the theory behind raster graphics, investigating the advertising and print industries' use of this type of graphic, creation and manipulation of raster-based graphics from simple to increasingly complex, the use of Photoshop in web design, video editing and compositing with Photoshop, as well as development of a portfolio of raster art and photo editing and manipulation samples. Lecture: 3 credits (45 contact hours).
Attributes: Technical
Components: LEC: Lecture

IMD 133 (3 credit hours)
Beginning Web Design
Introduces the creation and publication of a web site and covers extensible hypertext markup language (XHTML) and introductory cascading style sheets (CSS). Covers hand-coding for web design, along with the incorporation of graphics into web sites and publishing. Lecture: 3.0 credits (45 contact hours).
Attributes: Technical
Components: LEC: Lecture

IMD 165 (3 credit hours)
Video-Game Level Design
Examines the process of creating specific environments for game-play experiences in video-games. Contrasts the differences between game design and level design, psychological foundations for interactions with game-play environments, narrative and story essentials, and world-building. Explores the fundamentals of writing for video-games, game theory, video-game story structure, character creation, writing strategies and conventions, scripting, and the creative process for video-game writing. Lecture: 3 credits (45 contact hours).
Pre-requisite: CIT124/IMD 124 or CIT 221/IMD 221.
Co-requisite: CIT 222/IMD 222.
Attributes: Technical
Components: LEC: Lecture

IMD 180 (3 credit hours)
Intermediate Web Design
Utilizes content management systems (CMS) for web design with an emphasis on custom theme development. Instructs students in basic CMS setup, administration, and theme design. Utilizes HTML, CSS, and photo-editing software within a CMS. Identifies fundamentals including website layout, navigation, font usage, color schemes, site architecture, with emphasis on creating websites that effectively communicate the desired content for employers and clients. Lecture: 3.0 credits (45 contact hours).
Pre-requisite: IMD 133 OR Consent of Instructor.
Attributes: Technical
Components: LEC: Lecture

IMD 221 (3 credit hours)
Computer Graphics
Introduces basic computer graphics with an emphasis on graphics for game design. Instructs students in practical aspects of graphics such as color, ray tracing, rasterization, shading, mapping, light, and shadow. Lecture: 3 credits (45 contact hours).
Co-requisite: CIT 124 or IMD 124 or Consent of Instructor.
Pre- or co-requisite: CIT 105 or IMD 100 or Consent of Instructor.
Attributes: Technical
Components: LEC: Lecture

IMD 222 (3 credit hours)
3D Modeling for Video Games
Instructs students in the use of industry-standard 3D modeling software specific to the video-game industry. Emphasizes both architectural and character modeling. Familiarizes the student with key 3D modeling concepts and methods, workflow, and the creation and preparation of 3D assets for use specifically in a video-game application. Lecture: 3 credits (45 contact hours).
Pre-requisite: CIT 221 or IMD 221 or Consent of Instructor.
Attributes: Technical
Components: LEC: Lecture

IMD 223 (3 credit hours)
3D Animation for Video Games
Exposes students to the specialized process of animating 3D assets for gaming applications. Familiarizes students with animating both organic and inorganic assets, lighting scenes, rendering and producing cut-scenes, and preparing character assets for in-game motion. Allows students to acquire the necessary skills and techniques to integrate audio with their animations using basic sound-engineering software and processes. Lecture: 3 credits (45 contact hours).
Pre-requisite: CIT/IMD 124 AND CIT/IMD 222 or Consent of Instructor.
Co-requisite: CIT 273 or IMD 273 or Consent of Instructor.
Attributes: Technical
Components: LEC: Lecture

IMD 226 (3 credit hours)
Advanced Desktop Publishing
Requires the demonstration of vital pre-press and print production knowledge necessary for successful output of commercial graphic design projects. Emphasizes raster image creation, editing, and preparation for output, offset printing processes, color separations, spot color usage and preparation, vector graphic usage, font usages and standards, PDF document creation and preparation, and advanced desktop publishing techniques. Lecture: 3.0 credits (45 contact hours).
Pre-requisite: IMD 126 and IMD 127 and IMD 128.
Attributes: Technical
Components: LEC: Lecture

IMD 228 (3 credit hours)
Advanced Photoshop
Introduces advanced techniques for manipulating and editing raster (photo or pixel-based) graphics using industry-standard application(s). Examines new software features, advanced methods for file optimization and color correction, making complex selections and combining multiple images to create works of art, as well as development of a professional portfolio of raster art and photo editing and manipulation samples. Lecture: 3.0 credits (45 contact hours).
Pre-requisite: IMD 115 and IMD 128.
Attributes: Technical
Components: LEC: Lecture

IMD 240 (3 credit hours)
Multimedia Development for the Web
Introduces students to the design and delivery of interactive and media-rich websites using professional, industry-standard software and web development technologies. Covers creating and integrating animation into web design, along with developing increasing interactivity and adding audio and video into a website. Covers publishing and integration with other web development applications. Lecture: 3.0 credits (45 contact hours).
Pre-requisite: IMD 133 or consent of instructor.
Attributes: Technical
Components: LEC: Lecture

IMD 250 (3 credit hours)
Digital Video Editing I
Covers the essentials of digital video within cinematic arts, including logging, capturing, editing, and basic compositing. Students will capture and edit digital video using industry-standard desktop video software and export to DVD and the Internet for use in entertainment, documentary films, commercials, and newscasts. Students will learn to storyboard, plan, and produce a digital video project from conception to final packaging. Lecture: 3.0 credits (45 contact hours).
Attributes: Technical
Components: LEC: Lecture

IMD 255 (3 credit hours)
Digital Video Editing II
Covers advanced techniques within cinematic arts and editing such as multi-cam editing, color correction, advanced compositing, basic audio editing and production, alpha channels, and special effects. Building on Digital Video Editing I, students will also focus on creating storyboards, quicker workflows, and trim editing using an industry-standard software program. Increased levels of pacing, timing, continuity, and visual aesthetics are emphasized. Students will shoot and edit their own video footage in this course. Cameras will be provided. Lecture: 3.0 credits (45 contact hours).
Pre-requisite: IMD 250 or consent of instructor.
Attributes: Technical
Components: LEC: Lecture

IMD 258 (3 credit hours)
Visual Effects for Video
Covers the creation of visual effects in cinematic arts including basic animation with text and 2D objects and 3D object creation and animation using an industry-standard visual effects software program. Students will focus on animating layers and working with masks, distortion, color correction, motion stabilizing, and particle simulation. Projects will be exported and packaged for the web and DVD. Lecture: 3.0 credits (45 contact hours).
Pre-requisite: IMD 250 or consent of instructor.
Components: LEC: Lecture

IMD 270 (3 credit hours)
Professional Practices
Designed to assist students develop strategies for entering the Information Management & Design profession by editing and refining portfolios and creating correspondence to meet professional standards, designing resumes and other self-promotional materials, developing a job search strategy, practicing interview techniques, and professional presentations. Lecture: 3.0 credits (45 contact hours).
Pre-requisite: sophomore status & preparing for job search.
Attributes: Technical
Components: LEC: Lecture

IMD 271 (1-3 credit hours)
Internship
Requires a minimum of 40 clock hours per credit hour of on-the-job experience to include a learning plan agreed upon by the student, instructor, and site supervisor. Practicum: 1.0 -3.0 credits (40-120 contact hours).
Pre-requisite: Consent of Instructor, 2.0 GPA, IMD 270 and the completion of 9 additional credit hours of IMD course work.
Attributes: Technical
Components: PCM: Practicum

IMD 273 (3 credit hours)
Game Production
Provides students with the opportunity to produce a fully playable 3D video game using assets and materials created in previous courses; employs an industry-standard game engine to meld 3D content, audio, narrative, character, and environment into a professional and enjoyable video game experience. Lecture: 3 credits (45 contact hours).
Pre-requisite: CIT/IMD 124 AND CIT/IMD 222 or Consent of Instructor.
Co-requisite: CIT 223 or IMD 223 or Consent of Instructor.
Attributes: Technical
Components: LEC: Lecture

IMD 274 (3 credit hours)
Seminar in Game Development
Encompasses the three phases of game design and development: conception, creation, and marketing in this project-oriented seminar. Requires participation in class presentations, individual and group projects, development of a game, and a portfolio. Lecture: 3 credits (45 contact hours).
Pre-requisite: ((CIT 223 or IMD 223) AND (CIT 273 or IMD 273)) or Consent of Instructor.
Attributes: Technical
Components: LEC: Lecture

IMD 275 (3 credit hours)
Information Management and Communications
Introduces management principles and techniques as they apply to various types of businesses. Includes research emphasis on information management, team concepts, personnel management, communications and business plans. Explores concepts within freelance, small business, and corporate entities. Lecture: 3.0 credits (45 contact hours).
Attributes: Technical
Components: LEC: Lecture

IMD 277 (3 credit hours)
Typography
Explores the use of typography in the context of graphic design and discover the importance of type as a tool for visual problem solving and communication. Explores origins of typography, font usage, the anatomy and different kinds of type, software used for type manipulation, and how basic principles and elements of design (color, hierarchy, form, rhythm, etc.) are applied to typography. Requires the development of portfolio of individual typography-based designs. Lecture: 3.0 credits (45 contact hours).
Pre-requisite: (IMD 115 and IMD 126 and IMD 127and IMD 128) or consent of instructor.
Attributes: Technical
Components: LEC: Lecture

IMD 280 (3 credit hours)
Portfolio Practicum: Graphic Design
Provides an opportunity to assemble a comprehensive graphic design portfolio using skills learned within the IMD Graphic Design core courses, which will assess students overall graphic design skills. Provides IMD students with a professional design portfolio to aid in the search for employment. Provides the capstone for students choosing the graphics option. Uses presentation, vector, raster, and desktop publishing software to create design-intensive portfolio pieces. Lecture: 3 credits (45 contact hours).
Pre-requisite: (IMD 127 and IMD 128 and IMD 185 and IMD 226) or Consent of Instructor.
Attributes: Technical
Components: LEC: Lecture

IMD 290 (3 credit hours)
Photography
Teaches students basic photography principles and skills to compose technically proficient photographs. Emphasis is on basic camera operations, with exploration of film speeds, apertures, and shutter speeds. Explores composition and elements of lighting. Uses slide lectures, a brief overview of contemporary photography to acquaint students with past and current photography. Lecture: 3 Credits (45 contact hours).
Attributes: Technical
Components: LEC: Lecture