

# COMPUTER GRAPHICS AND INTERACTIVE DESIGN (CGID)

## CGID 001 Introduction to Digital Media Arts 3 Units

Students will learn the fundamental concepts, practices, and theories of digital media art production. Topics will include visual communication and storytelling, traditional design, color, and compositional principles, and digital media components such as images, videos and motion. Students will create multimedia projects using contemporary digital design tools and techniques for print and media, working with a variety of industry standard software programs for Computer Graphic Design like Adobe Photoshop, Adobe Illustrator, and Adobe After Effects.

Lecture Hours: 2 Lab Hours: 3 Repeatable: No Grading: L  
Advisory Level: Read: 3 Write: 3  
Transfer Status: CSU/UC Degree Applicable: AA/AS  
For General Education (GE) information, please refer to assist.org (<https://assist.org>) or consult a counselor.

## CGID 002 Introduction to Graphic Design 3 Units

Students will be introduced to visual communications in the field of Graphic Design. Students will learn the history, theories, techniques, and practices of professional graphic designers, developing projects for traditional and emerging technologies. Topics will focus on developing conceptual, creative and technical abilities through projects that explore concept development, design principles, composition, layout, illustration, photography, typography, and symbology. Exercises will emphasize a comprehensive overview of Adobe Photoshop and Adobe Illustrator, providing students with extensive hands-on training on real-world projects.

Lecture Hours: 2 Lab Hours: 3 Repeatable: No Grading: L  
Prerequisite: CGID 001 with C or better  
Advisory Level: Read: 3 Write: 3 Math: 2  
Transfer Status: CSU/UC Degree Applicable: AA/AS  
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## CGID 003 Introduction to Typography and Business 3 Units

Students will learn the fundamental concepts and practices of creating Computer Graphics, focusing on typography and layout for visual communications and business branding in the Graphic Design industry. Students will explore the evolution and classification of letterforms from ancient to contemporary, and feature the principles of structure, format, legibility, and expression. Projects will feature digital media prints for marketing and branding, with an emphasis on the application of typography and composition, working with a variety of industry standard software programs for Computer Graphic Design, like Adobe Photoshop, Adobe Illustrator, and Adobe InDesign.

Lecture Hours: 2 Lab Hours: 3 Repeatable: No Grading: L  
Advisory Level: Read: 3 Write: 3  
Transfer Status: CSU/UC Degree Applicable: AA/AS  
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## CGID 004 Fundamentals of Web Design 3 Units

Students will learn the key concepts of building well-designed and functional web sites. Topics will include the history and terminology of the World Wide Web, analysis of web architecture, an introduction to HTML and CSS, basics of JavaScript, creation of web appropriate graphics, file management, wire-framing, prototyping, principles of interaction design and web accessibility.

Lecture Hours: 2 Lab Hours: 3 Repeatable: No Grading: L  
Advisory Level: Read: 3 Write: 3  
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## CGID 005 Motion Graphics I 3 Units

Students will learn computer-based motion graphics for video production using the principles of graphic design, animation and effects. Students will create multimedia projects using videos, illustrations, images, animation, kinetic typography, audio, effects and cinematic techniques. Exercises will utilize design principles, typography and composition guidelines to create projects for branding, advertisement and entertainment.

Lecture Hours: 2 Lab Hours: 3 Repeatable: No Grading: L  
Prerequisite: CGID 001 with C or better  
Advisory Level: Read: 3 Write: 3  
Transfer Status: CSU/UC Degree Applicable: AA/AS  
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## CGID 006 Motion Graphics II 3 Units

Students will continue to learn computer-based motion graphics for video production with advanced-level skills and new tools. Students will learn the art of 3D motion graphics, and pair it with their knowledge of graphic design, and animation. The hands-on projects in this course will include 3D motion, color concepts, 3D camera, projection mapping, expressions, effects and advanced kinetic typography. Students will also explore how to construct complex animations by layering simple techniques and build a foundation through animatic and music for visual impact.

Lecture Hours: 2 Lab Hours: 3 Repeatable: No Grading: L  
Prerequisite: CGID 005 with C or better  
Advisory Level: Read: 3 Write: 3  
Transfer Status: CSU/UC Degree Applicable: AA/AS  
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## CGID 007 Digital Video Production 3 Units

Students will learn digital video techniques and processes in this course. Topics covered will include pre-production, production, and post-production industry protocols and techniques. Techniques will consist of composition, digital camera operation, lighting, and basic audio recording and editing focused on visual storytelling. This course focuses on how to create a single-camera digital video production, including production and aesthetic theories, terminology, and operation of field equipment. Field trips may be required.

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**CGID 011 Design Thinking and Digital Storytelling 3 Units**

Students will learn techniques to better understand the social, emotional, and physical needs of customers. Topics will include methods that will help turn customer needs into human-centered solutions. Students will create concepts using ideation techniques to quickly generate, develop, and test new ideas.

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**CGID 012 Principles of User Experience 3 Units**

Students will learn the principles User Experience research and design. By using these principles, students will obtain an understanding of what is involved in User Experience research which includes conducting interviews, evaluating systems, and analyzing systems using principles of good design. Topics will include User Analysis and Research, Field research methods, Usability Testing and User Experience process. Students will create user study and moderator guide, documentation related to observation, interviewing, task models and user journeys.

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Advisory Level: Read: 3 Write: 3  
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**CGID 013 Interaction Design and Prototyping 3 Units**

Students will learn how to generate design ideas, techniques for quickly prototyping them, and how to use concept canvas to get feedback from other stakeholders like your teammates, clients, and users. Topics will include structured approaches for helping you understand your user base and their needs (e.g. contextual inquiry and design psychology), widely-employed prototyping and design methods such as low-fidelity and paper prototyping, and robust techniques for helping you evaluate your design choices. Students will create wireframes, interaction designs and prototypes.

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**CGID 021 Visual Development 3 Units**

Students will delve into concept art, environment design, character design, color theory, and storytelling in the context of visual development for animation, film, and video games. This course equips students with the skills and knowledge necessary to bring imagination to life. Students will also learn to use industry-standard software and develop a comprehensive portfolio demonstrating their ability to conceptualize and design captivating visual narratives.

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**CGID 022 2D Animation 3 Units**

Students will learn the art of creating moving images through traditional hand-drawn methods and digital tools. This basic 2D animation course provides a comprehensive introduction to the fundamental principles and techniques of 2D animation. The curriculum covers key topics such as character design, storyboard development, frame-by-frame animation, timing, and basic principles of motion. Students will gain hands-on experience using industry-standard software to create short animated sequences and explore the creative and technical aspects of 2D animation. By the end of the course, participants will have a solid foundation in 2D animation and be prepared to pursue more advanced studies in animation or apply their skills in various creative fields.

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**CGID 023 3D Modeling 3 Units**

This course offers an in-depth knowledge of 3D Modeling. Students will learn to use the leading industry-standard software to design and build 3D assets. Topics include organic modeling, hard surface modeling, Non-Uniform Rational B-Splines (NURBS) and polygon modeling, texturing, lighting, rendering and motion capture. Through hands-on projects, students will gain practical experience in 3D modeling and develop a portfolio of 3D assets suitable for use in various applications, including video games, animation, product design, and architectural visualization.

Lecture Hours: 2 Lab Hours: 3 Repeatable: No Grading: L  
Advisory Level: Read: 3 Write: 3  
Transfer Status: CSU Degree Applicable: AA/AS  
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**CGID 025 3D Animation 3 Units**

Students will be provided a comprehensive introduction to 3D Animation. Students will create dynamic, lifelike animations using industry-standard 3D animation software. The curriculum covers fundamentals such as the 12 Principles of Animation, keyframing, bipedal body mechanics, camera, scene setup and rendering. Through practical hands-on projects, students will gain proficiency in 3D animation and storytelling, and a strong foundation in the technical and creative aspects of 3D animation. By the end of the course, students will develop a portfolio showcasing skills in 3D Character Animation and an understanding of the 3D production pipeline.

Lecture Hours: 2 Lab Hours: 3 Repeatable: No Grading: L  
Prerequisite: CGID 022 and CGID 023; both with C or better  
Advisory Level: Read: 3 Write: 3  
Transfer Status: CSU/UC Degree Applicable: AA/AS  
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