ADA 180/Digital Arts: Imaging I   **1 course unit**
(studio)
(every semester)
Prerequisites: AFA 111, AFA 113 and Art students
This course is a guided studio experience in digital art with emphasis on 2D digital imaging. Investigations include the creative possibilities of graphics and contemporary background of computers and digital arts. Students will use computer imaging and illustration to convey artistic concepts and personal observations pertaining to defined themes. Prior experience with the computer is not required. Extra lab hours outside of class meeting times will be required to complete assignments.

ADA 210/Animation I   **1 course unit**
(same as IMM 210/Animation I)
(studio)
(fall)
Prerequisite: ADA 180
This course surveys traditional and computer animation history, techniques, and terminology. The student will learn basic concepts and skills of 3D digital imaging, animation, rendering, and principles of motion and continuity. The student will produce three-dimensional animation.

ADA 270/Digital Arts: Imaging II   **1 course unit**
(studio)
(fall)
Prerequisites: ADA 180
This course builds on the foundation of image-making begun in ADA 180/Digital Arts: Imaging I. It expands the students' imaging knowledge to include a study of typography basics, type and page design, color management and print technologies, and explorations into print media. Imaging II focuses on how digital print media informs and evolves visual language for artistic expression. Students will consider multiples, sequencing, mark-making, notation, gesture, and narrative concerns. Looking for transitions and collapsing barriers students will further experiment across media; these media may include: printmaking, drawing, painting, photography, sculpture.

ADA 278/Digital Arts: Imaging Sound   **1 course unit**
(studio)
(fall)
Prerequisite: ADA 180
This course investigates the creative and technical design of digital sound in a variety of contexts and mediums using the computer, time-based media, and the Internet. Emphasis is placed on understanding the conceptual and technical challenges of sound and the role it plays in communication when combined with visuals. Techniques of recording, generating, editing, synchronizing, and manipulating sound data and conceptual issues of noise, sound and music will be covered in depth. Emphasis is placed on developing a keen awareness of the evocative, informational, and temporal possibilities that sound offers in connection to the students' visual work from other classes.

ADA 283 /Digital Photography   **1 course unit**
(studio)
(every semester)
Prerequisite: ADA 180
This course is an in-depth investigation of the tools and techniques of digital photography including the digital camera, scanners, printing, and image-editing software (Adobe Photoshop). Through the use of the digital camera and digital imaging, students are challenged to create work that strikes a balance in form, content, and technique. The conceptual and theoretical characteristics of digital photography will be evaluated within a broad cultural context. Experience with digital photography is not required, although traditional darkroom experience is recommended, along with basic computer skills.

ADA 285/Digital Arts: Time-Based   **1 course unit**
(studio)
(spring)
Prerequisite: ADA 180
Time-Based introduces the concepts, theory, and fundamental practices of working with time-based media. Students will apply the technical and conceptual skills of image manipulation learned from Digital Arts I. Students will investigate the photographic frame, sequencing, and narrative construction. The relationship of image to time, image to text, and image to sound will be the base of examination. Students learn "in-camera" editing techniques in conjunction with storyboarding and basic operations for developing imagery through time. They are given project "provocations" to challenge their notions of photo/video structure and functions. They are exposed to innovative work in the field and are required to read related writings.

ADA 288/Web Design I: Static   **1 course unit**
(studio)
(every semester)
Prerequisite: ADA 180 and ADA 285 or AGD 276
This course is an introduction to web production and design using Hyper Markeup Language (HTML) and various software programs. The course consists of lectures and demonstrations on the creation of websites as well as the hardware and software technologies used for web production. The use of the internet as an expressive medium by contemporary visual artists is also explored.

ADA 310/Computer Animation II   **1 course unit**
(same as IMM 310/Animation II)
(studio)
(spring)
Prerequisite: IMM 210 or ADA 210
This course builds on the foundation in 3D computer animation begun in IMM 210. It develops the student's basic animation skills with additional emphasis on 3D object creation and animation techniques (model building, rendering, animating). Creative and conceptual development are emphasized throughout the course, and students develop individual animation projects.

ADA 345/Introduction to Electronic Music and Lit   **1 course unit**
(studio)
(every semester)
Prerequisite: ADA 180

Acquaints both music majors and non-majors with all the fascinating facets of electronic music through two different means: 1) learning its history by listening to important electronic works by various seminal 20th-century composers; and 2) elementary composing of electronic pieces via basic training on the software sequencing program in the Department of Music's computer laboratory. Previous music experience is not a requirement.

ADA 370/Topics in Digital Arts   **1 course unit**
(every semester)
This course focuses on a different advanced Digital Arts topics . May be repeated as topic changes.

ADA 385/Digital Arts: Interactive   **1 course unit**
(studio)
(every semester)
Prerequisite: ADA 285 or AGD 276
This course presents a foundation in translating general cognitive skills into creating virtual metaphors and physical objects or spaces that invite participation by viewers. Students will begin with careful observation and synthesis of their physical environments and move toward creatively weaving original analysis and information into visual and audible interactive allegories. Course content also includes a survey of related multi-media and interactive formats employed by artists and designers.

ADA 386/Video Art I: Single Channel   **1 course unit**
(studio)
(fall)
Prerequisite: ADA 285
Video Art I builds on time-based knowledge and skills learned in ADA 285/Digital Arts: Time-Based. It advances student's technical and conceptual understanding of video with an emphasis on editing and building a personal vocabulary. Students will focus on production skills (using different sound sources, lighting, and advanced framing) and post-production skills (codex, complex editing, and compositing) while further developing a conceptual approach to this medium. The course will be taught by demonstration, lecture, presentations, and critiques.

ADA 387/Video Art II: Installation/Performance   **1 course unit**
(studio)
(spring)
Prerequisite: ADA 386
This course is an exploration of the advanced aesthetic, conceptual, and technical aspects of digital video in relation to performance and installation art. This course focuses on themes such as gesture, movement, space, and body; site-specific work; architecture and definitions of space; uses of light and material; and the formation of an event or situation. Gallery and museum field trips, as well as attendance at artist lectures, required.

ADA 388/Web Design II: Dynamic   **1 course unit**
(studio)
(spring)
Prerequisite: ADA 288
This course is a continuation of Web Design I, this course focuses on creating database-driven websites and the production of streaming media, extending the student's technical and creative skills beyond design to the construction of web applications. Students learn to integrate front-end design with multimedia content that is stored in and retrieved from database storage. Goals include the mastery software such as Macromedia Flash and the Flash scripting language, ActionScript.

ADA 391/Independent Study in Digital Arts   **variable course units**
(every semester)
Prerequisite: Junior and senior standing digital arts students

ADA 393/ Digital Arts Student/Faculty Research   **variable course units**
(annually)

ADA 399/Internship   **variable course units**
(every semester)
Prerequisites: Enrollment is limited to upper-division program majors or minors with at least a
3.0 GPA in that program. See Internship Application Form for individual program requirements
and details. Pre-registration with Internship Application Form and signed approval of the program
coordinator, the department chair, and an art faculty sponsor.
The primary purpose of the college-level internship experience is the development of
occupational or professional competence in the actual occupation setting after the student's
education has been completed. Other purposes (income, career exploration, learning-by-doing,
on-the-job training, etc.) cannot be the primary purpose, although they may occur as a secondary
result of the internship experience.

ADA 498/Digital Arts: Theory and Practice   **1 course unit**
(capstone)
(fall)
Prerequisite: Senior standing digital arts students
The 20th century marked the advent of visual artists employing electronic equipment to develop
creative works, from mechanical sculptures to film, television and radio to evolving digital
processes. This class offers an informed historical vision of the developments that have brought
us to a contemporary artistic world that embraces emerging technologies as a creative medium. A
critical understanding of how culture and technology are interwoven and how it is that these two
elements of human experience affect one another is investigated. The course content includes an
introduction to various artists using electronic media, video, robotics and the Internet as well as a
chronological timeline of the development of new media.

ADA 499/Digital Arts: Thesis Project   **1 course unit**
(capstone)
(every semester)
Prerequisite: ADA 498
Open only to students with senior standing in the digital arts major or by permission of the digital
arts coordinator. Senior Thesis is the culmination of the digital arts major. The class presents the
student the opportunity to create a capstone project. The student will undertake research and
study in the student's area of specialization i.e., animation, video, interactive design and
programming, Web design and programming, or any combination of the various processes, under
the supervision of the digital arts faculty. The student will be required to present a written thesis
pertaining to the student's specialization, an oral presentation, and a finished work for display.