
Computer Information Systems (CIS)

CIS 020 Digital Image Production - Photoshop ACA (3)
Class Hours: 54 Lecture P/NP

CIS 020 introduces the principles of composition, designed typography for digital imagery and photography. Students explore Adobe Photoshop's extensive tools and learn the fundamentals of image editing and transformation; applying filters, masks and color correction; and preparing files for export and printing. Frequent critiques foster creativity, reinforce the principles of effective design and address current industry standards. Enrollment includes practices and the Adobe Certified Associate Photoshop exam.

CIS 022 Digital Graphic Production - Illustrator ACA (3)
Class Hours: 54 Lecture P/NP

CIS 022 introduces the principles of digital illustration and vector graphs. Students explore Adobe Illustrator's extensive tools and learn the fundamentals of shapes, colors, effects and typography. Frequent critiques foster creativity, reinforce the principles of effective design and address current industry standards. Enrollment includes practice tests and the Adobe Certified Illustrator Photoshop exam.

CIS 022A Digital Motion Graphics (3)
Class Hours: 54 Lecture

CIS 022A introduces the basic concepts of motion graphics with a focus on combining 2D graphics, video, typography and sound. Topics include composition and design, storyboarding, project planning, adding music and sound synchronization. Students learn to set keyframes on a timeline and work with transform properties, motion paths, masks, effects, and more.

CIS 023 Digital Video Production (3)
Class Hours: 54 Lecture

CIS 023 introduces the theory and practice of video production for a wide variety of distribution forms including broadcast television, the internet, product demonstrations, and corporate and educational videos. Students learn basic theory, grammar, and practice of video production and non-linear video editing. Students plan and assemble video, audio, images, and titles into a cohesive sequence that addresses project goals and target audience priorities. Using cameras and video editing software, students gain experience in lighting, capture, and assembly of video content. Frequent critiques foster creativity, reinforce the principles of effective design, and address current industry standards.

CIS 024A Game Design Essentials (3)
Class Hours: 54 Lecture

CIS 024A introduces the theory and practice of using Unity as a foundation tool to create and design projects and demos within the Unity game engine. These projects can be exported as multiple formats and will serve as the core result portraying the students proficiency within the Unity environment. A variety of design skills regarding level design, basic 3D modeling, lighting, animation, particle FX and UI creation will be created so that students will have a complete understanding of Unity as a design tool.

CIS 025 Digital Audio Production (3)
Class Hours: 54 Lecture P/NP

CIS 025 Introduces the theory and practice of audio production for radio, television, game design, film, and digital recording applications. Students will learn the fundamentals of sound design and aesthetics, microphone use, and digital recording equipment. Students gain experience recording, editing, mixing and mastering audio. Upon completion, students will have basic knowledge of applied audio concepts, production workflow, equipment functions, and audio editing software.
