

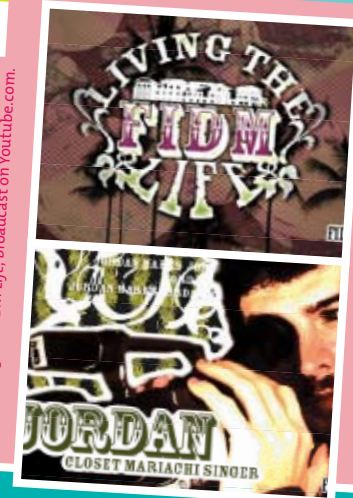
# Digital Media

The mission of the Digital Media Program is to provide students with the opportunity to integrate imagination and technology. The program teaches a synergistic approach to modern technologies and trains students to blend sight, sound, and motion seamlessly.

The Digital Media Program is designed to build specific skill sets that provide a strong foundation of general knowledge. Students emerge with a thorough understanding of all aspects of the production workflow, from preproduction through post-production. The program focuses on editing, sound design, digital composition, motion graphics, 3-D modeling and animation, DVD authoring, production, and story structure. Our students are complete digital artists who have learned their crafts in the context of creative expression and are prepared for specialized careers in the industry.

FIDM's editing classes utilize Avid, Final Cut Pro, Pro Tools, Maya, After Effects, and other industry-standard applications.

Digital Media students work on FIDM's new reality show, *Living the FIDM Life*, broadcast on YouTube.com.



In the Digital Media Program, students explore behind-the-scenes aspects of production and post-production.

## Associate of Arts DIGITAL MEDIA

|                       |                                       |    |
|-----------------------|---------------------------------------|----|
| DIGI 1300             | Editing I                             | 3  |
| DIGI 1400             | Digital Composition I                 | 3  |
| DIGI 1500             | 3-D Modeling & Animation I            | 3  |
| DIGI 1600             | Industry Practices                    | 3  |
| DIGI 1700             | Editing II                            | 3  |
| DIGI 1800             | Digital Composition II                | 3  |
| DIGI 1900             | 3-D Modeling & Animation II           | 3  |
| DIGI 2000             | Sound Design I                        | 3  |
| DIGI 2100             | Editing III                           | 3  |
| DIGI 2200             | Digital Composition III               | 3  |
| DIGI 2300             | 3-D Modeling & Animation III          | 3  |
| DIGI 2400             | Editing IV                            | 3  |
| DIGI 2450             | Sound Design II                       | 3  |
| DIGI 2500             | Digital Composition IV                | 3  |
| DIGI 2600             | 3-D Modeling & Animation IV           | 3  |
| DIGI 2700             | Editing V                             | 3  |
| DIGI 2800             | Digital Composition V                 | 3  |
| DIGI 2850             | Sound Design III                      | 3  |
| DIGI 2900             | 3-D Modeling & Animation V            | 3  |
| GNST 1040             | English Composition                   | 3  |
| GNST 1080             | Drawing Fundamentals                  | 3  |
| GNST 1230             | Color & Design Theory                 | 3  |
| GNST 1600             | Effective Speaking                    | 3  |
| GNST 1650             | Critical Thinking                     | 3  |
| GNST 2000             | Film: History & Development           | 3  |
| GNST 2020             | Survey of Western Art I               | 3  |
| GNST 2420             | Survey of Western Art II              | 3  |
| GNST 2960             | American Political & Economic History | 3  |
| GRPH 1050             | Digital Imaging                       | 3  |
| GRPH 1300             | Computer Illustration                 | 3  |
| Total Units of Credit |                                       | 90 |

For admittance to second year, a 3.0 GPA is required in all courses.

## Professional Designation DIGITAL MEDIA

|                       |                              |    |
|-----------------------|------------------------------|----|
| DIGI 1300             | Editing I                    | 3  |
| DIGI 1400             | Digital Composition I        | 3  |
| DIGI 1500             | 3-D Modeling & Animation I   | 3  |
| DIGI 1700             | Editing II                   | 3  |
| DIGI 1800             | Digital Composition II       | 3  |
| DIGI 1900             | 3-D Modeling & Animation II  | 3  |
| DIGI 2000             | Sound Design I               | 3  |
| DIGI 2100             | Editing III                  | 3  |
| DIGI 2200             | Digital Composition III      | 3  |
| DIGI 2300             | 3-D Modeling & Animation III | 3  |
| DIGI 2400             | Editing IV                   | 3  |
| DIGI 2450             | Sound Design II              | 3  |
| DIGI 2500             | Digital Composition IV       | 3  |
| DIGI 2600             | 3-D Modeling & Animation IV  | 3  |
| DIGI 2700             | Editing V                    | 3  |
| DIGI 2800             | Digital Composition V        | 3  |
| DIGI 2850             | Sound Design III             | 3  |
| DIGI 2900             | 3-D Modeling & Animation V   | 3  |
| GNST 2000             | Film: History & Development  | 3  |
| GNST 2780             | Major Art Movements          | 3  |
| Total Units of Credit |                              | 60 |

Acceptance to the Professional Designation Program is contingent upon: 1. Documented proficiency in Photoshop and Illustrator, 2. A minimum 3.0 cumulative GPA in prior degree, and 3. Interview and portfolio review with Department Chairperson or Education Director.

FIDM uses state-of-the-industry technology to teach students all aspects of Digital Media.