

DIGITAL MEDIA

LIFE IN MOTION We're plugged into the Entertainment industry. Ready to get in on the action? Whether creating animated 3-D characters for movies; designing high-speed action sequences for Xbox; or editing for film, television, and the internet, Digital Media artists blend imagination and technical skills to create the sights and sounds that leave audiences begging for more.

A CLOSER LOOK

The Digital Media Program provides 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 pre-production 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 graduates are complete digital artists who have learned their crafts in the context of creative expression and are prepared for specialized careers in the industry.

“Employers are looking for people that can do more than one thing. That’s what this program is really all about—making sure our students have those necessary skills to help them stand out in the Entertainment industry.”

Gene LeBrock, Director of FIDM’s Digital Media Program

WHAT WE TEACH

Our program teaches the hands-on technical skills such as 3-D modeling and animation, and motion graphics necessary for a career as a Digital Media professional.

KNOWLEDGE IS POWER

FIDM FACT Digital Media Students work on FIDM’s annual *Debut* Runway Show, both filming and editing the show for T.V. and webcasts and creating motion graphics and content shown live at the event.

Q What is *Living the FIDM Life*?

A A reality show created by students in the FIDM Digital Media Program

FIDM FACT Digital Media Students collaborate with Graphic Design Students on projects, giving everyone the opportunity to learn from one another.



ASSOCIATE OF ARTS

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 grade point average is required in all courses



The thing I like most about FIDM is that you get the sense of being spoiled rotten. With the Digital Media Program, the technology available to students in the classrooms is always top-of-the-line and up-to-date with what's being used in the industry." *Ryan Uy, Digital Media Editor at FIDM Productions and a graduate of the FIDM Digital Media, Graphic Design, and Fashion Design Programs*

PROFESSIONAL DESIGNATION

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 documented proficiency in Photoshop and Illustrator.