spective look at landscape design personalities through the ages and their influence upon the American landscape. *Spring*

HORT359   **$ Alt (3)**
Greenhouse Environment and Construction
Controlling the plant environment to enhance plant growth and optimal development through temperature, humidity, light, nutrients, sanitation and carbon dioxide levels. Structures, coverings and mechanical systems used are explored to produce the most cost-effective horticultural crops. Weekly: 2 hours lecture and a 3-hour lab. *Fall*

HORT360   **$ Alt (3)**
Arboriculture
Care of shade and ornamental trees living under environmental stress of urbanization, their legal protection and value. Includes tree anatomy and physiology, soils, nutrition and water relation-ships, transplanting, disease and insect control, mechanical injury and pruning to develop a healthy tree. Weekly: 2 lectures and a 3-hour lab. *Fall*

HORT365   **$ Alt (3)**
Urban Landscape Design
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Weekly-
 2 lectures and a 3(hour lab.Recomnmeded: (HOR60(T1)35.)TJ/TT3 1 Tf2.52289 0 TD0 Tw(Spring)Tj/TT4 1 Tf-2.52289 -2.4444 TD0.025 Tw(HOR)35

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will be shaped to match the goals of the students, and to meet the needs of the marketplace, whether in the world of art, communication, design or technology. The BFA degree includes concentrations in Art Direction/Advertising, Pre-Art Therapy, Fine Arts, Graphic Design, Multimedia Arts, Photography (Commercial and Fine Art), Video Production, and Web Design.

Core requirements for all majors under BFA—36–39

Art History (Choose 4 courses from this list)**—12 credits**
ARCH390; ARTH236, 235, 440; JOUR455; PHTO210, 300

Studio Core—12–13 credits
ART104, 207; DGME130; PHTO115 or 116

Foundation Courses (Choose 4 additional courses from this list)**—12–14 credits**

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Fine Art
(See Department of Art & Design, p. 91)

Graphic Design
(See Department of Art & Design, p. 91)

Courses (Credits)

See inside front cover for symbol code.

DIGITAL MEDIA & PHOTOGRAPHY

DGME130 $ (3)
Introduction to Digital Media
An introductory survey of the discipline of digital media. Students are introduced to electronic publishing, basic printing principles, sound digitizing, vector and raster graphics, interactive multimedia, image acquisition and output, web publishing and e-mail. Understanding the Macintosh computer is also covered. Lab required. *Fall, Spring*

DGME165 $ (4)
Principles of Print Production
A study of the publishing and screen graphics industries including prepress concepts, color science, digital printing, textile printing, digital image capture and color management. Also covers more traditional methods in design, layout, text and page composition, film assembly, imposition, and many different printing techniques to produce images on a substrate. Some business will be explored. Open to all students. *Fall*

DGME175 $ (4)
Digital Imaging
A study of raster graphic fundamentals as they apply to scanned images. Emphasis on image manipulation, restoration, tonal enhancement, on-screen graphics, and image acquisition and output. Visual and procedural problems relating to digital imaging will be covered, along with techniques of aesthetic and efficient image enhancement. Prerequisites: DGME130 with a C or better; and ART207. PHTO115 recommended. Lab required. *Fall, Spring*

DGME185 $ (3)
Desktop Publishing I
Students learn to produce publications on desktop computers, including: brochures, magazine covers, corporate stationery, book covers, etc. Course topics incorporate: effective page layout, basic color theory, monitor calibration, gray balance, tone compression, GCR and UCR, digital proofing, image acquisition, and final output. Applications of color theories and color separation are stressed. Lab required. Prerequisite: DGME175. *Fall*

DGME215 $ (2)
Digital Sound
An introduction to digital sound acquisition, manipulation and storage techniques. Students learn fundamentals of sound terminology, audio digitizing and nonlinear editing. Students will then apply this knowledge to various video, interactive and web applications. Lab required. Prerequisite: DGME130. *Fall, Spring*

DGME225 $ (4)
Digital Vector Graphics
A study of digital vector graphic imaging emphasizing graphic production for print, digital multimedia, and web publishing. Lab required. Prerequisite: DGME130 or equivalent. *Fall*

DGME250 $ (3)
Web Publishing
Exploration of the design, storage, retrieval, and delivery of electronic information using text and graphic images. Emphasis on publishing via the Web, kiosks, HTML authoring, and digital formats. Effective organization and planning of data for delivery, efficient design, and ethics are examined. Lab required. Prerequisite: DGME130 or INFS110. *Fall, Spring*

DGME305 $ (3)
Desktop Publishing II
An advanced study of desktop publishing principles including: grid based layout, typographic applications, layout techniques for printing and web publications, effective electronic file preparation, preflighting, and tips for consistent color reproduction. Lab required. Prerequisite: DGME185. *Spring*

DGME335 $ (4)
Web Animation
A course of study designed to develop the skills necessary for producing effective animation for the Web. Lab required. Prerequisites: ART104; DGME130 or equivalent. *Fall, Spring*

DGME347 $ (4)
Creative Presentations
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MDIA275/485 **(1–4)**
Topics in:_____
Repeatable in various areas.

MDIA495 **(1–4)**
Portfolio Development in:_____
Helps students develop a traditional or digital portfolio for
employment or continuing educational purposes. Emphasis in
direction, development, and refinement of the individual portfolio.
Repeatable to 4 credits. Prerequisites: minimum of 30 credits in a
major and permission of the instructor. *Fall*

MDIA597 **(1–3)**
Independent Study
Individual study or research under the direction of an instructor.
Repeatable to 6 credits. Prerequisite: Permission of department
chair.

PHTO115 **$ (4)**
Introduction to Photography
Basic introduction to the principles of the camera and darkroom
techniques with consideration toward composition, psychological,
and aesthetic attitudes in black-and-white photography. Lab
required. *Fall, Spring*

PHTO116 **$ (3)**
Introduction to Digital Photography
Students are introduced to photography through the use of digital
tools. Digital SLRs and Quadtone printers are used to explore the
technical and aesthetic issues involved in the process of making
images. Consideration will be given to digital workflow, manag-
ing data, and creating visually appealing photographs. Lab
required. *Fall, Spring*

PHTO200 **$ (4)**
Advanced Photography I
Develops the art of photographic perception and use of photogra-
phy as a visual language. Emphasizes craftsmanship and aware-

VDEO210 $ (3)
Digital Video Editing
An introductory class covering the fundamental techniques and
concepts of nonlinear editing. Students explore the process of
video editing from conceptualization to final output. Emphasis on
sequencing and continuity, use of visual effects, color correction,
audio editing, media management, narration and industry termi-
nology. Lab required. Prerequisites: DGME175, VDEO130. *Fall,
Spring*

VDEO320 $ (3)
Video Compositing
An introductory course covering the essential components in
video compositing. Students learn how to create innovative visual
effects and motion graphics for video. Emphasis on text anima-
tion, keyframing, masks, alpha channels, 3-D compositing, ren-
dering, application integration, advanced visual and artistic
effects. Lab required. Prerequisites: DGME215; VDEO210.
Spring

VDEO340 $ (3)
Video Shooting
An advanced study in digital video, exploring professional level
cameras, lighting, sound and other equipment necessary to make
good video, aesthetic issues of creating visual and audio stories,
and developing skills and knowledge beyond an introductory
level. Lab required. Prerequisites: ART214; JOUR230; VDEO130,
210. *Spring*

VDEO360 $ (4)
3-D Imaging
A study of basic 3-D modeling principles and techniques. Students
learn 3-D modeling terminology and how to create 3-dimensional
models using polygonal, nurbs, and subdivision techniques.
Students also learn basic lighting and surfacing. Lab required.
Prerequisites: ART104; DGME175. *Fall*

VDEO370 $ (4)
3-D Animation
A study of 3-D animation techniques implementing key frame,
forward and inverse kinematics, dynamics, lighting, paint effects,
rendering and more. Lab required. Prerequisites: DGME215;
VDEO210, 360. *Spring*

VDEO390 $ (3)
DVD Authoring/Design
A course emphasizing production of interactive DVD- Video,
DVD authoring, work flow, story boarding, navigation, menu
design, bit budgeting, video and audio encoding, DVD video navi-
gational structures, web linking, proofing, pre-mastering, and
recording to DVD-R. Lab required. Prerequisite: DGME347.
Spring

VDEO465 $ (3)
Video Documentary
Study and application of documentary storytelling techniques.
Students will explore the technical and creative use of digital
video cameras in documentary filmmaking. Emphasis on inter-
view techniques, story selection and structure. One lationtudy7.808ing