

Design & Digital Media

Instructor: Robin Lasiloo

Location: Calvin Hall Center 263 – morning session

Career Cluster: Arts, AV Technology and Communication

Program Overview:

The CCTE Design & Digital Media Program is a one-year curriculum based upon the development of two distinct learning processes – those associated with learning the Macintosh computer platform in the UNM-Gallup Campus DDM Lab, and those used in developing visual communication and creative problem solving skills as they relate to graphic design. Prospective students should be motivated and able to explore topics independently. Students will learn the following on the Macintosh computer: Adobe PhotoShop, Macromedia, Dreamweaver, and the use of the Internet to research design projects.

Academic Readiness:

- The student must have completed 10th grade English with a C or better.
- It is desired that the student possesses basic computer keyboard knowledge of operations.
- It is recommended that the student demonstrate good drawing skills.

Considerations:

- Enrolling students are making a commitment for two semesters. There may be a few openings for the spring semester for students possessing computer experience and good attendance.

Anticipated Course Offerings:

- Fall semester
 - DDM 110 - Introduction to Graphic Design
 - DDM 111 - Image Editing I
 - DDM 151 - Multimedia Author I
- Spring semester
 - DDM 212 - Image Editing II
 - DDM 245 - 3-D Illustration
 - DDM 260 - Digital Video