

DSGN 142 Computer Culture II

The course content introduces extensive knowledge and skills on the use of raster graphics, digital imaging, motion graphics, and visual effects software for print and digital multimedia.

(Pre-requisites: DSGN 141)

Course Learning Outcomes:

By the end of the course, students will be able to:

1. To be able to produce raster-based designs for the web or print, and to combine multimedia to create any form of motion graphics.
2. Learn how to combine innovative approaches, skills, and techniques to solve problems creatively.
3. To use industry standard multimedia design software to develop raster-based projects, motion graphics and animations.
4. Identify, create, edit, and display different types of digital file formats in raster and motion graphics.

Textbook & Course Materials:

- N/A

Course Content:

1. Adobe Photoshop
2. Adobe After Effects