Digital Arts Essentials

Into which MS degree will this Graduate Certificate convert?
This is being proposed as a stand-alone bridge certificate, to which coursework may qualify students for further studies into a related MS degree or MFA

In what industries might a holder of this Graduate Certificate find employment?

As digital media continue to proliferate, locally, regionally, nationally, and globally, there is increasing need for qualified professionals able to fill positions in digital content creation, management, and distribution. This certificate program prepares those with introductory knowledge to fill entry level positions in the NY metro area and beyond.

In what job titles might a holder of this Certificate fit?

A review of several 7 to 10 year time horizon market analysis reports covering, Animation, Interactive Technology, Video Graphics and Special Effects; Game and Interactive Media Design; Digital Communication and Media/Multimedia; and Digital Arts shows a large and stable jobs market (approx. 170,000 jobs) for these fields in the New York MSA alone.

Is this certificate fully available online (all courses)?

Yes

Description of certificate program

The 15 credit Introduction to Digital Arts Certificate is comprised of 5 preparatory courses for those who wish to gain the foundational skills and knowledge to enter the burgeoning digital arts and design fields. This Digital Arts Certificate is set as a stand-alone credential to gain entry level admission into a range of career or academic paths.

What are the Required Courses? (15 credits)

DD 601 - Color and Composition - (new course proposal forthcoming) - serves as an introduction to basic two-dimensional design with attention paid to the impacts and uses of color in design, and an introduction to (two-dimensional) computer graphics. The multiple-media course combines lectures and videos, in-class laboratory projects, analytic and written work, quizzes, creative and graphic assignments that may span several classes and lasting several weeks, and a final examination. The course addresses issues of organization, composition, geometry, grids, proportion(s), hierarchy, tension, figure-ground relationships, symmetries, open vs. closed forms, visual balance, and other principles of basic design. Also, the course includes color-focused topics such as psychology of color; design for color-deficient vision; interaction of color; color mixing and color palettes; color reproduction; color models; color composition in art, advertising, product design, interior design, architecture; and so on.

DD 610 - History of Art and Design I - (new course proposal forthcoming) - The first in a two-course sequence - This course surveys the major monuments and trends in the history of painting, sculpture, design and architecture from the Italian Renaissance to the beginning of the twentieth century. The focus is on global developments with an emphasis on key artworks and artists examined in relation to the social, economic, and political climates which produced them. Important artistic innovations, techniques and methods are considered. Though arranged according to historical chronology, lecture content is driven by thematic and contextual issues such as humanism, absolutism, colonialism, the Enlightenment, and industrialization.

DD 611 - History of Art and Design II - (new course proposal forthcoming) - The second in a two-course sequence - This course surveys the major works and trends in the history of painting, design, sculpture, and architecture of the twentieth century. The focus is on global developments with an emphasis on key artworks and artists examined in relation to the social, economic, and political climates which produced them. Important artistic innovations, techniques and methods are considered. Though arranged according to historical chronology, lecture content is driven by thematic and contextual issues such as modernity, industrialization, globalization, post-modernity, and information technologies.

DD 602 - 3D Modeling and Composition - **(new course proposal forthcoming) -** 3D design and composition, introduction to computer modeling applications (e.g. Autodesk Maya, Autodesk 3DS Max)

DD 603 - Video and Animation - (new course proposal forthcoming) - Laboratory course exploring concepts of linear, motion-based two-dimensional media and includes motion graphics, live action filming, particle systems, digital video editing and digital video compression. Particularly for those students who want to matriculate into an animation MFA