

IVY TECH COURSES

<https://www.ivytech.edu/files/ivy-tech-course-descriptions.pdf>

VIDT 111 Studio and Field Production I 3 Credits

Prerequisites: VISC 105. Hands-on training in basic technical skills. Students will be provided with an overview of the video production process, and help the student learn the terms and concepts used in the industry. This understanding will serve as the foundation for subsequent courses in video technology.

VIDT 113 Introduction to Film Appreciation 3 Credits

Prerequisites: Demonstrated competency through appropriate assessment or earning a grade of "C" or better in ENGL 093 and ENGL 083. An introduction to understanding and appreciating movie and film. Students will analyze movies for narrative and storytelling properties, cinematography, acting, editing and sound design.

VIDT 202 Studio and Field Production II 3 Credits

Prerequisites: VIDT 111. Focuses on knowledge and skills necessary to create and execute good video and audio productions. This course is designed to provide the student with a more complete view of the process of videography techniques and the video production process. Student will use the terminology and concepts used in the industry.

VIDT 203 Studio and Field Production III 3 Credits

Prerequisites: VIDT 110 or VIDT 210 and VIDT 111. Second in a series. Focuses on knowledge and skills necessary to create and execute good video and audio productions. This course is designed to provide the student with a more complete view of the process of videography techniques and the video production process. Student will use the terminology and concepts used in the industry.

VIDT 210 Production Editing I 3 Credits

Prerequisites: VISC 105. An introduction to non-linear, computer-based editing techniques and post-production skills. Focuses on knowledge and skills necessary to edit video and audio productions. Develops visual flow and continuity, and applies principles of visual design to video editing.

VIDT 211 Production Editing II 3 Credits

Prerequisites: VIDT 210 or VIDT 110 and VISC 113. An intermediate look at non-linear, computer-based editing techniques and post-production skills. Focuses on knowledge and skills necessary to edit video and audio productions for a variety of media outlets. Continues development of visual flow and continuity while applying principles of visual design to video editing. Requires performance and completed work to be portfolio quality.

VISC 101 Fundamentals of Design 3 Credits

Prerequisites: Demonstrated competency through appropriate assessment or earning a grade of “C” or better in ENGL 093 and ENGL 083. Corequisites: ENGL 093 and ENGL 083. Introduces students to fundamental design theory. Investigations into design theory and color dynamics will provide experiences in applying design theory, ideas and creative problem solving. Provides design experiences in applying design theories and concepts, and creative problem solving.

VISC 102 Fundamentals of Imaging 3 Credits

Prerequisites: Demonstrated competency through appropriate assessment or earning a grade of “C” or better in ENGL 093 and ENGL 083. Corequisites: ENGL 093 and ENGL 083. Introduces students to a full range of image input technology and manipulation including conventional photography, digital imaging, and computer scanners. Students will learn to communicate concepts and ideas through various imaging devices. Explores composition and fosters creativity.

VISC 105 Video and Sound 3 Credits

Prerequisites: Demonstrated competency through appropriate assessment or earning a grade of “C” or better in ENGL 093 and ENGL 083. Corequisites: ENGL 093 and ENGL 083. An introduction to the field of video technology. Students will learn the basics of planning, shooting, editing and post-producing video and sound. Projects include exercises in technical and creative skills application, equipment usage and production techniques.

VISC 110 Interactive Design I 3 Credits

Prerequisites: VISC 101 and VISC 115 or VISC 102. An introductory level course which focuses on the tools, strategies, and techniques for interactive design and emerging technologies. Explores the process of integrating text, graphics, audio, and video for effective communication of information.

VISC 111 Drawing for Visualization 3 Credits

Prerequisites: Demonstrated competency through appropriate assessment or earning a grade of “C” or better in ENGL 093 and ENGL 083. Corequisites: ENGL 093 and ENGL 083. Introduces students to the tools and methods of drawing. Presents drawing as a catalyst to seeing and a way of recording ideas. Gives students the necessary drawing preparation for the study of design.

VISC 112 Electronic Layout 3 Credits

Prerequisites: VISC 113 and VISC 115. Provides intermediate instruction in practical and creative page layout. Uses an industry standard desktop publishing package designed for single and multi-page documents as a tool for executing layouts. Produces samples for student portfolios, which may include stationery, charts, forms, brochures, and calendars.

VISC 113 Typography 3 Credits

Prerequisites: Demonstrated competency through appropriate assessment or earning a grade of “C” or better in ENGL 093 and ENGL 083. Corequisites: ENGL 093 and ENGL 083. An introductory course which addresses the issues pertinent to the proper and creative use of type and the enhancement of communication. Covers the history of type, typographic terminology, design, attention to aesthetics, common sense, and how we read. Projects emphasize an appreciation of and the practical use of type.

VISC 114 Graphic Design I 3 Credits

Prerequisites: VISC 101 and VISC 115. Provides introductory instruction in design for communication primarily for print media. Teaches the steps in design development with meaningful message and concept. Produces samples for student portfolios, which may include elements or comprehensive projects in logo, stationery, newspaper, magazine, billboard, and interface design, etc.

VISC 115 Introduction to Computer Graphics 3 Credits

Prerequisites: Demonstrated competency through appropriate assessment or earning a grade of “C” or better in ENGL 093 and ENGL 083. Corequisites: ENGL 093 and ENGL 083. This course introduces students to fundamental computer graphics in visual communications. The initial focus of the course is on basic computer terminology and use, mastering fundamental skills, and developing efficient working styles. These skills are further developed through work with vector-based and page layout software used in the professional visual communications industry.

VISC 182-194 Special Topics in Visual Communications 1-3 Credit Discusses topics of current interest in introductory visual communications. Identifies and offers various

special topics during each term under this course number. VISC 200 2-D Rendering and Animation 3 Credits Prerequisites: VISC 101 and VISC 102 and VISC 115. Explores various software programs involved in creating multi-media presentations, digital movies, digital animation, introductory scripting through a series of short projects. Explore the role of interactive in contemporary marketing and design.

VISC 201 Electronic Imaging 3 Credits

Prerequisites: VISC 101 and VISC 102. Examines the area of raster image editing and current electronic darkroom software packages. Experience with the digital imaging environment includes calibrating scanning processes, digital camera input, manipulating images in black and white and color, working with retouching for advertising, illustrating text, and working with various output devices. Digital color spaces as they relate to various output devices will be covered. Calibration for 4-color separations and prepress procedures will be discussed as well as preparing images properly for the web.

VISC 202 Special Projects 3 Credits

Prerequisites: Program Chair Approval. Provides advanced instruction in specific areas of student interest or at the instructor's discretion may include actual community or non-profit projects. Requires performance and completed work to be portfolio quality and strengthen skills in visual communication emphases. VISC 203 Independent Study 3 Credits Prerequisites: Program Chair Approval. Provides advanced students with opportunities to design projects for specified areas of interest and skill development. Requires the project plan to be approved by the instructor. Restricts work to student program area emphasis. Requires performance and completed work to be portfolio quality.

VISC 204 Mobile App I 3 Credits

Prerequisites: VISC 110. This course brings together the skills learned in Web Design I, and Interactive Media I in the design and creation of simple mobile applications (apps). Students will implement XHTML/HTML5, CSS3, and Javascript to synthesize example mobile apps designed to run on current mobile computing devices. The focus of this course is to show the relationships between technologies that enable the creation of these applications, including current frameworks that aid in their development, with an emphasis on CSS (visual presentation) and Javascript (behavior).

VISC 205 Business Practices for Visual Artists 3 Credits

Prerequisites: VISC 201 and ENGL 111. Corequisite: VIS 201. Examines legal and business issues affecting the professional visual artist.

VISC 206 Interdisciplinary Studies 3 Credits

Prerequisites: VISC 210 or VISC 217 or PHOT 109 or PHOT 209 or VIDT 202. Offers students the opportunity to complete selected projects while working in a team environment with students of other disciplines. Simulates situations found in industry.

VISC 207 Portfolio Preparation 2 Credits

Prerequisites: Program Advisor Approval and ENGL 111 and MATH 1XX. Provides advanced facilitation focusing on the students' final preparation for the workforce. Requires an evaluation and portfolio development plan to be approved by the instructor. Finalizes project work demonstrating acquired knowledge and skills, along with resume and cover letter, for presentation to prospective employers. Also provides students with the opportunity to use one credit for field of study.

VISC 208 Mobile App II 3 Credits

Prerequisites: VISC 204 and VISC 210. This continuation course expands the concepts and skills from Web Design II and Mobile Web App Design I in the design and creation of a custom mobile web application. Students will propose a custom mobile web application, provide wireframes/prototypes, create working model(s), perform user testing, and provide full documentation for the app. Upon completion, students will have a comprehensive understanding of the mobile web application development cycle, as well as a commercial-ready mobile web application for distribution.

VISC 209 3D Rendering and Animation I 3 Credits

Prerequisites: VISC 102. Examines the virtual world of 3D and how it can be applied as an illustration and animation element in multimedia. Students will explore navigation, modeling, rendering, animation, and camera and lighting techniques.

VISC 210 Interactive Design II 3 Credits

Prerequisites: VISC 102 and VISC 110 and VISC 113. Further focuses on the tools, strategies, and techniques for web site design, architecture, navigation, language, and production. Explores more in-depth the methods for creating successful websites from concept to implementation. Explores the process of integrating text, graphics, audio, and video for effective communication of information.

VISC 211 Interactive Media II 3 Credits

Prerequisites: VISC 103 and VISC 201. Further explores various software programs involved in creating; multi-media presentations, digital movies, digital animation and scripting.

VISC 212 3-D Rendering and Animation II 3 Credits

Prerequisites: VISC 209. Further examines the virtual world of 3D and how it can be applied as an illustration and animation element in multimedia. Students will expand on navigation, modeling, rendering, animation, and camera and lighting techniques.

VISC 213 Advanced Electronic Imaging 3 Credits Prerequisites: VISC 201. The creation of the electronic image from digital imaging and scanning devices is further investigated. Advanced Adobe Photoshop illustration techniques are taught. Other software such as Adobe Dimensions and Fractal Painter are introduced. Students will work with both raster and vector software to create final output. An emphasis in final output is given to portfolio projects that are in the print, web, and film media.

VISC 214 Advanced Electronic Layout 3 Credits

Prerequisites: VISC 112. Provides advanced instruction in creative publication design. Uses an industry standard desktop publishing package to design and publish professional multi-page documents. Produces samples for student portfolios, which may include annual reports, catalogs, newsletters, menus, magazine design, newspaper design, book design and/or other multi-page communications. Requires performance and completed work to be portfolio quality.

VISC 215 Web Design III 3 Credits

Prerequisites: VISC 210. Further explores the topic of Web Design by introducing content management systems (Wordpress, Joomla, etc.), server and client-side scripting, frameworks, and the implementation of HTML5/CSS3 in modern web design. Explores the concepts associated with designing web pages for a variety of display devices.

VISC 216 Electronic Illustration 3 Credits

Prerequisites: VISC 115. Provides intermediate instruction in illustration techniques using computer software designed for creating illustrations, technical, drawing, logos, packaging, maps, charts, and graphs. Emphasis is on preparing effective, creative illustrations for various media applications in an efficient, productive manner. Produces samples for student portfolios.

VISC 217 Graphic Design II 3 Credits

Prerequisites: VISC 102 and VISC 113 and VISC 114. Provides intermediate instruction in design for communication primarily for print media. Further explores design theory by applying concepts to achieve meaningful marketing and advertising results. Produces samples for student portfolios, which may include elements or comprehensive projects

appropriate to trade/industrial advertising, brochures, flyers, pamphlets, posters, direct mail and/or consumer magazine advertising/branding, etc.

VISC 218 Digital Process and Workflow 3 Credits

Prerequisites: VISC 113 and VISC 115. This course focuses on the issues of digital process and workflow in the visual communications industry. Emphasis is placed on successful creative problem-solving skills, production of multi-media solutions, and working in a team environment. Topics covered include video and sound, digital photography solutions (studio and location), graphic design, graphic print production, printing technologies, file management and various forms of interactive media.

VISC 219 Graphic Design III 3 Credits

Prerequisites: VISC 201 and VISC 217. Provides advanced instruction and experience with design projects/branding identity, which communicate a common theme or campaign through several different media – magazine, billboard, radio, television, direct mail, brochures, point of purchase, sales promotions and/or package design, etc.

Produces samples for student portfolios. VISC 280 Co-op/Internship 1-6 Credits

Prerequisite: Advisor's Approval. Students work at job sites that are specifically related to career objectives. Provides on-the-job experience while earning course credit.