

PHOTOGRAPHY - ASSOCIATE IN ARTS

Plan Code: 1256

This program prepares students for entry and mid-level employment in digital media production. Students will be able to create advanced photography and digital media using still and motion images, new media and sound, installation and performance, exhibition and publication, and history of photography.

Program Student Learning Outcomes

- Demonstrate the ability to attain the Institutional Student Learning Outcomes (ISLOs).
- Demonstrate an understanding of pre-production, production and post-production photography processes.
- Demonstrate creativity and original thinking in the production of photography media.

Program Requirements

This degree requires the completion of General Education coursework plus the following:

Code Number	Course Title	Units
REQUIRED COURSES		
PHOT 32	Introduction to Digital Photography	4
PHOT 33	Professional Studio Lighting	4
PHOT 43	Photoshop and Lightroom Management	3
Subtotal Units		11
IN ADDITION, complete FOUR (4) courses from the following:		
ART 81	Introduction to Fine Art Photography (3)	
FILM 25	Introduction to Digital Cinematography (3)	
PHOT 10	History of Photography (3)	
PHOT 34	Advanced Photography and Digital Media (4)	
PHOT 35	Photography for Publication (3)	
PHOT 37	Portrait Photography (4)	
PHOT 39	Photography on Location (3)	
PHOT 41	Professional Photographic Portfolio (4)	
PHOT 42	Experimental & New Media Photography (4)	
Subtotal Units		12-16
Required Subtotal		23-27

Complete one of the following: ¹

LBCC General Education (Plan A) (<https://lbcc-public.courseleaf.com/academic-requirements/general-education-transfer-degree-certificate-requirements/general-education-plans/plan-a/>)

CSU GE Breadth (Plan B) (<https://lbcc-public.courseleaf.com/academic-requirements/general-education-transfer-degree-certificate-requirements/general-education-plans/plan-b/>)

IGETC Pattern (Plan C) (<https://lbcc-public.courseleaf.com/academic-requirements/general-education-transfer-degree-certificate-requirements/general-education-plans/plan-c/>)

Electives (as needed to reach 60 degree-applicable units) ²

Minimum Degree Total

60

¹ Units for the major may be double-counted for LBCC GE, CSU GE, or IGETC; see counselor for limitations.

² Elective units from course(s) numbered 1-599, if needed, to reach 60 degree-applicable units.

PHOTOGRAPHY - CERTIFICATE OF ACHIEVEMENT

Plan Code: 3256

This program prepares students for entry and mid-level employment in digital media production. Students completing this certificate will be able to create advanced photography and digital media using still and motion images, new media and sound, installation and performance, exhibition and publication, and history of photography.

Program Student Learning Outcomes

- Demonstrate creativity and original thinking in the production of a photography production.

Program Requirements

Code Number	Course Title	Units
REQUIRED COURSES		
PHOT 32	Introduction to Digital Photography	4
PHOT 33	Professional Studio Lighting	4
PHOT 43	Photoshop and Lightroom Management	3
Subtotal Units		11
IN ADDITION, complete FOUR (4) courses from the following:		
ART 81	Introduction to Fine Art Photography (3)	
FILM 25	Introduction to Digital Cinematography (3)	
PHOT 10	History of Photography (3)	
PHOT 34	Advanced Photography and Digital Media (4)	
PHOT 35	Photography for Publication (3)	
PHOT 37	Portrait Photography (4)	
PHOT 39	Photography on Location (3)	
PHOT 41	Professional Photographic Portfolio (4)	
PHOT 42	Experimental & New Media Photography (4)	
Subtotal Units		12-16
Total Units		23-27

DIGITAL MEDIA: COMICS & ANIMATION - CERTIFICATE OF ACHIEVEMENT

Plan Code: 3258

This certificate prepares students for entry-level or self-employment in comics production and the animation fields. Students will explore aspects of 2D and 3D animation, storyboarding, character design, title creation and publication.

Program Student Learning Outcomes

- Examine printed and digital applications of visual narrative in pre-production, production, and post-production.

Program Requirements

Code Number	Course Title	Units
REQUIRED COURSES		
DMA 2	Introduction to Digital Media Arts	3
DMA 3	Digital Illustration	3
DMA 4	Introduction to Typography	3
DMA 6	Graphic Design: Publication & Production	3
DMA 20	Digital Animation: 2D	3
DMA 30	Digital Animation: 3D	3
DMA 25	Motion Graphics	3
IN ADDITION, complete ONE (1) course from the following:		
ART 17	Illustration I (3)	
ART 18	Illustration II (3)	
ART 19	Life Drawing (3)	
DMA 90	Special Studies: Design & Multimedia (3)	
FILM 20	Fundamentals of Digital Film Production (3)	
Total Units		24

DIGITAL MEDIA: GRAPHIC DESIGN - CERTIFICATE OF ACHIEVEMENT

Plan Code: 3195

This program prepares students for entry-level graphic design positions in branding, packaging, and publication for traditional print and online media. This certificate is designed for both beginning students and for returning designers that are updating to current tools and techniques in fundamental design skills.

Program Student Learning Outcomes

- Produce professional quality graphic design projects that demonstrate comprehension of visual design, digital production skills and an understanding of multi-disciplinary collaboration.

Program Requirements

Code Number	Course Title	Units
REQUIRED COURSES		
DMA 1	Introduction to Computer Graphics	3
DMA 4	Introduction to Typography	3
DMA 5	Graphic Design: Branding	3
DMA 6	Graphic Design: Publication & Production	3
DMA 15	Interaction and Web Design	3
IN ADDITION, complete TWO (2) courses from the following:		
DMA 2	Introduction to Digital Media Arts (3)	
DMA 3	Digital Illustration (3)	
DMA 25	Motion Graphics (3)	
PHOT 43	Photoshop and Lightroom Management (3)	
DMA 90	Special Studies: Design & Multimedia (3)	
Total Units		21

DIGITAL MEDIA: MULTIMEDIA INTERACTION & GAME DESIGN - CERTIFICATE OF ACHIEVEMENT

Plan Code: 3255

This certificate is designed to prepare students for entry-level and self-employment in interactive media design fields including: web and mobile design, augmented and virtual reality, games and game engines, motion graphics, special effects, and experiential multimedia.

Program Student Learning Outcomes

- Demonstrate the ability to apply the core principles of User Interface and User Experience for interaction and gamification in various multimedia applications.
- Possess the necessary technical knowledge to design and implement graphic user interfaces for print, web, mobile apps, and multimedia.

Program Requirements

Code Number	Course Title	Units
REQUIRED COURSES		
DMA 2	Introduction to Digital Media Arts	3
DMA 10	Introduction to Game Design	3
DMA 15	Interaction and Web Design	3
DMA 20	Digital Animation: 2D	3
DMA 25	Motion Graphics	3
DMA 40	Multimedia Design	3
Subtotal Units		18
IN ADDITION, complete TWO (2) courses from the following:		
DMA 1	Introduction to Computer Graphics	3
DMA 3	Digital Illustration	3
DMA 5	Graphic Design: Branding	3
DMA 30	Digital Animation: 3D	3
DMA 90	Special Studies: Design & Multimedia	3
Subtotal Units		6
Total Units		24