

# Digital Media

<b>Sophomore Year</b>		<b>Fall</b>	<b>Spring</b>	<b>Degree Requirements</b>
DGMD200/220	Media in Motion I/II	3.0	3.0	<i>Descriptions for courses listed in grey boxes are located in the Liberal Arts and Sciences section.</i>
DGMD270	Basic 3D for Storytellers	2.0	—	
DGMD250	Perspectives in Stories, Technologies & Design	2.0	—	
DGMD260	Studio Visits	—	2.0	
DGMD230	Drawing the Fantastic for Films and TV	—	2.0	
-or- +DGM340	Type and Design Fundamentals	—	—	
DGMD285	Concept Development and Creativity	—	2.0	
	Studio Elective	2.0	2.0	
AHCS310	Art History Elective	—	3.0	
AHCS220	Contemporary Perspectives in Art and Design	3.0	—	
*ENGL202	Sophomore English	3.0	—	
LIBS217	Concepts & Issues in Media Arts	2.0	—	
*ILML200	Integrated Learning Lecture	—	3.0	
Total Credits per Semester		17.0	17.0	
<b>Junior Year</b>		<b>Fall</b>	<b>Spring</b>	
DGMD300/301	Media in Motion III/IV	3.0	3.0	
DGMD320 3D	Modeling and Animation	3.0	—	
DGMD325	Advanced 3D Animation	—	3.0	
DGMD330/331	Visual Effects I/II	3.0	3.0	
DGMD350	Perspectives in Entertainment & Technology	2.0	—	
**ILMS300	Integrated Learning Studio**	—	2.0	
*AHCS310	Art History Elective	3.0	—	
*MATH136	Math for Artists and Designer	—	3.0	
*NSCI307	Natural Science	3.0	—	
*LIBS410/ENGL400	Advanced Topics in English or Liberal Studies Elective	—	3.0	
Total Credits per Semester		17.0	17.0	
<b>Senior Year</b>		<b>Fall</b>	<b>Spring</b>	
DGMD402	Thesis Preparation	3.0	—	
DGMD400	Senior Thesis	—	4.0	
DGMD410/411	Business Seminar I/II	2.0	2.0	
DGMD430	Practicum in Media Technologies	3.0	—	
DGMD440	Advanced Tools & Techniques	—	3.0	
DGMD450	Advanced Concept Development	2.0	—	
	Studio Electives	2.0	4.0	
*LIBS440	Senior Liberal Studies Capstone	—	3.0	
*SSCI210	Social Science	3.0	—	
Total Credits per Semester		15.0	16.0	

\*These courses may be taken in either the fall or spring semester. + It is suggested that students take Drawing Fantastic if they are interested in 3D or Visual Effects, or take Type and Design if they are interested in Motion Graphics.

\*\*\* Juniors will be assigned to take ILMS300 either in the Fall or Spring. If you take it in the fall, you will have Tricks of the Trade in the Spring. If you take ILMS300 in the Spring, you will have taken Perspectives in the fall

NOTE: In the Spring semester of the Junior year, students with a grade point average of 3.5 or better are eligible to apply for DGMD399 Honors Project, in lieu of one of the other Junior required courses.

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## **Course Descriptions**

### **Media in Motion I**

DGMD200            3 credits  
This course is an introduction to digital image making, manipulation and management. Fundamental concepts of storytelling, digital media, type design, and motion design are defined as students learn the techniques for image creation, input, manipulation and enhancement, as well as non-linear editing, compositing, and digital video.

### **Media in Motion II**

DGMD220            3 credits  
Students learn industry standard applications for motion graphics and storytelling by mastering appropriate software through a series of design assignments, concentrating on color, typography, and motion.

### **Drawing Fantastic The Creative Figure**

DGMD 230            2 credits  
Los Angeles' top models are presented in dynamic poses. The sessions are theme oriented with an emphasis on story and action

### **Drawing the Fantastic for Films and Video**

DGMD231            2 credits  
While continuing with traditional life drawing exercises, students progress to drawing the fantastic, such as monsters, aliens, dinosaurs, and imagery from traditional Hollywood genres. Students draw under a range of dramatic lighting conditions. Reviews of animation from around the world are incorporated. This course may also be taken as an elective. Open to all majors.

### **Digital Media Imaging/Painting**

DGMD240            2 credits  
This course extends students' skills with Adobe Photoshop and Illustrator. Students investigate the functions of these applications and become expert in their uses.

### **Perspectives in Stories, Technologies & Design**

DGMD250            2 credits  
Lectures explore all aspects of design, technology, and the nature of the industries utilizing digital media, as well as an introduction to the occupations involved in these fields.

### **Studio Visits**

DGMD260            2 credits  
Students research and visit various video game developers, special effects houses, post-production facilities, film and TV Studios, independent design houses, and freelancers, as an exposure to the positions available in the industry and the different cultures of these companies.

### **Basic 3D for Storytellers**

DGMD270            2 credits  
This course introduces students to 3D animation. Students begin to learn about space and the principles of animation. They then proceed to 3D computer animation, with special emphasis on its use to communicate stories for film, television, and video games.

### **Concept Development and Creativity**

DGMD285            2 credits  
Students learn how to apply research, critical analysis, brainstorming and improvisational techniques in order to create ideas for effective storytelling and communication, through motion graphics and animation.

### **Media In Motion III/IV**

DGMD300/301        3 credits/3 credits  
The art and design of motion graphics is investigated in depth. Students explore the world of broadcast design, and the use of motion graphics for a variety of purposes.

### **Animation Topics**

DGMD310            2 credits  
Topics courses are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in animation. See department for offerings each semester.

### **Concept Art for Video Games and Films**

DGMD310            2 credits  
In this course, students create everything from monsters to little girls and puppies. Concept development for video games and films includes, not only designing characters and the settings, but also creating the back-story for each one. Students investigate and develop character motivation, set and equipment purposes, and their histories to create solid understanding of these components, as they lead to successful concepts.

### **Concept Art Environments & Props & Vehicles**

DGMD310                    2 credits

Learn how to create the concepts for the different elements that go into building a game.

### **Digital Sculpting in ZBrush**

DGMB310                    2 Credits

Learn advanced tools of digital sculpting and painting in ZBrush. You'll learn some of the techniques used to create next generation game and movie characters. Create architectural along with organic models with millions of polygons. This class will require a basic knowledge of the ZBrush and a prior class in organic modeling or the equivalent.

### **Painting-Old School for the New School**

DGMD310                    2 Credits

Working from a live model with traditional materials and techniques, the focus of this class is to strengthen one's knowledge and mode of expression with color and light. Students will develop a shorthand approach of balancing large shapes of color against one another to define an image's overall tone, structure and composition. Instructor demonstrations will be done with oil and gouache.

### **Concept Art Environmental Painting**

DGMD310                    2 credits

This is a digital painting class focusing on Environments.

### **Visual Development for Animation**

DGMD310                    2 Credits

An introduction to visual development using the traditional animation production styles of classic Disney, Warner Brothers, and many other celebrated animated shorts and feature films. There will be great emphasis on lighting, composition, and mood. Students will also develop strong storytelling skills through their character designs and environments developing a unique consistent style along the way. Both traditional technique and computer 2D painting technique will be used to create artworks.

### **3D for Motion - Cinema 4D**

DGMD310                    2 Credits

This course covers the use of Cinema 4D to create elements and 3D animation for motion graphics. Students will learn C4D for development of graphics ranging from 3D type treatments and backgrounds to looping elements and an introduction to Mograph, C4D's procedural animation system. Modeling, materials and shader development, lighting and multi pass rendering for compositing with After Effects will also be addressed.

### **Narrative Topics**

DGMD311                    2 credits

Topics courses are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in narration. See department for offerings each semester.

### **Comic Books**

DGMD311                    2 credits

This course provides an introduction to the comics as a story telling medium. Students learn to develop and execute their own ideas using comics. The industry's history and future are explored. Emphasis is placed on writing, drawing, and presentation. Both traditional skills and digital skills are required.

### **Creativity and Storytelling: Experiments with Digital Filmmaking**

DGMD311                    2 credits

This class explores digital filmmaking from both narrative and experimental viewpoints. Many wonderful animators, filmmakers and artists have created stunning experimental films since the beginning of the art form. Students extend this tradition with non-traditional tools. Discussion includes when it is effective to stick to narrative and when it is right to diverge. Students are encouraged to experiment with multiple ideas and techniques.

### **Drawing and Painting Topics**

DGMD312                    2 credits

Topics courses are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in drawing and painting. See department for offerings each semester.

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## **Course Descriptions**

### **Dynamic Painting Concepts**

DGMD312            2 Credits  
What is digital painting without the PAINTING? We will cover painting basics from an advanced perspective for concept art. Our focus will be learning strong value and color control within the scheme of everything else you have learned so far. We will be breaking down the logic of light and material and how to communicate your concepts visually.

### **Drawing & Painting Vehicles**

DGMD312            2 Credits  
Explore digital painting and sketching as well as vehicle design. You'll be using the Cintiq lab for this class.

### **Earth, Wind and Fire**

DGMD312            2 credits  
Students examine, analyze and use different art media to capture a vast array of landscapes: mountains, desert, forest, ocean, city, and the fantastic. In addition, they cover the effects of weather: rain, clouds, changing sunlight, etc. and unique natural and geologic phenomena, such as volcanoes, meteors, and tornadoes. This course is strongly recommended for students interested in films, games, and television.

### **The Figure: Expression/Impressions and Movement**

DGMD312            2 credits  
This course is a creative exploration in drawing and painting the figure in various media. The class examines quick sketch, figure invention, facial expression, manipulation of facial structure to display various emotions and speech patterns, drapery and costume, long and short poses, portraiture, light logic, mood, and narrative.

### **Digital Art for Art's Sake**

DGMD312            2 credits  
Starting with a review of digital art and its various creators, students explore this world, and then participate in it. From abstract to structured pieces, this course examines various programs that can assist students to create pieces from still art, motion art, motion art with sound and music, and interactive art.

### **Visual Effects: The Next Step**

DGMD313            2 credits  
This class explores visual effects (those done in the computer) and special effects (physical effects) and how to combine them. Students investigate digital mattes, models, lighting (in both the virtual and the physical worlds), and the interface between physical and visual effects through compositing.

### **Film and Video Topics**

DGMD315            2 credits  
Topics courses are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in film and video. See department for offerings each semester.

### **Film And Video Lab for Digital Artists**

DGMD315            2 credits  
Students learn the skills that are required for making films and videos. They create concepts, storyboard them, set up a shoot, and then, in teams, shoot a number of projects. Students learn to log, capture, and edit their footage, and then to layoff to tape for presentation.

### **Directing for Film and Video**

DGMD315            2 credits  
This course covers the skills needed to direct live-action, computer-generated, or combination films. Students gain experience in directing people and scenes.

### **Editing Films and Video**

DGMD315            2 credits  
In this course, students learn to edit from a feature film editor. The techniques learned here may be applied to feature films, documentaries, visual effects, and computer animated films.

### **History and Techniques of VFX**

DGMD315            2 credits  
In this class, students explore the history of visual and special effects in Hollywood films. The class views and discusses breakthrough movies, which demonstrated technological innovations in effects, and how they have impacted the motion picture industry. Both digital and analog effects are explored. Film as art, art as communication, and effects vs. story line are discussed.

### **Advanced Tools Workshop**

DGMD315                    2 credits

These workshops are intended for students with at least 2 semesters experience with the applicable digital tools. They extend students' technical and creative skills with the tool chosen each semester. Maya and After Effects are some of the tools offered in these workshops.

### **Broadcast Design Topics**

DGMD316                    2 credits

Topics courses are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in broadcast design. See department for offerings each semester.

### **Advanced Type Design for Motion**

#### **Graphics**

DGMD316                    2 credits

There are many opportunities and constraints in the world of motion. Type must be designed to work well in this specific environment. Students learn how to be creative and professional with their type designs as applied to motion graphics.

### **Broadcast Design Lab**

DGMD316                    2 credits

This is a workshop in broadcast design taught by a professional from the field. Students apply the skills they have learned to broadcast design projects. Timing, emotions, and client relations, are among the topics presented in this lab class.

### **Design Concepts**

DGMD316                    2 credits

This vital class for motion graphics designers covers concepts of design for still and motion work.

### **Advanced Broadcast Design**

DGMD316                    2 credits

This class mimics the production environments common to this field. Students produce many quality concepts, animatics, revisions, and finished projects for a number of different types of projects. Industry leaders participate and guide the process.

### **Audio Topics**

DGMD317                    2 credits

Topics are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in sound production. See department for offerings each semester.

### **Game Design Topics**

DGMD318                    2 credits

Topics courses are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in game design. See department for offerings each semester.

### **Game Design Overview**

DGMD318                    2 credits

Explore what you need to know about designing games. Learn about the various jobs, what skills you need, and what the different skills are that are common to all game artists and unique to each position.

### **Game Industry: Production and Leadership**

DGMD318                    2 credits

Students investigate the features of video games that make them successful in the marketplace. Students discuss these issues and explore attributes of leadership in the game industry.

### **Game Development: Game Level Design**

DGMD318                    2 credits

Using mod and emulators students create new levels for existing popular games. Students learn by doing.

### **Game Animation**

DGMD318                    2 credits

Video game animation has very strict requirements. Students learn to mix creativity with observations from life, as they meet the hardware restrictions of current game platforms, while they rig and animate their characters.

### **Game Animation: Advanced**

DGMD318                    2 credits

Students familiar with the basics of game animation and rigging apply their knowledge to advanced projects.

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## **Course Descriptions**

### **Game Modeling**

DGMD318      2 credits  
Game companies want to see what designers can do when they model people, vehicles, weapons, and other objects. Of particular importance for modelers is the ability to create a model of an easily recognizable public figure.

### **Environments in 3D**

DGMD318      2 credits  
This class will focus on digital sets and environments (i.e., architecture). At the end of the semester, each student will have created images of a carefully designed, meticulously lit and textured environment. Topics covered will include: A survey of Renaissance and Baroque to Modern Architecture, Architectural design principals, Efficient modeling techniques, and Lighting. We will cover how to set up custom passes and how to use them in your compositing

### **3D Modeling and Animation**

DGMD320      3 credits  
Having learned the basics, students now explore methods that give life to the models they create or adapt from the College's extensive library. Animators and modelers learn about the uses and constraints applicable to 3D in films, television, and video games.

### **3D for Motion Graphics**

DGMD323      2 credits  
Students learn how to create 3D elements for motion graphics projects. "Flying logos" are one type of animation, but this course also explores other forms of 3D animation that enhance designs and contribute to students' value in the marketplace.

### **Advanced 3D Animation: Character Animation**

DGMD325      3 credits  
Bringing a character to life implies more than simply making an object move. Expression, gesture, appearance, and reaction/response are all determined by personality and psychology. This course examines the traditional skills 2D animators have long used to create life-like characters, and reveals the computer-generated techniques that are available today.

### **Robots, Props and Environments**

DGMD329      2 credits  
Robots, landscapes, rooms, castles and other environments are explored, along with the everyday and fantastic things that make up an invented world. Students create props, environments, and robots, with the feature film, television, and video games in mind. Reviews of feature films from Hollywood and around the world are incorporated. Open to all majors.

### **Visual Effects I/II**

DGMD330/331      3 credits/3 credits  
Students learn the methods for traditional visual effects, under what circumstances they are still used, and when today's digital techniques have replaced them. Morphing, resolution and resolution matching, working with layers, and wire removal are covered in the first semester. In the second semester, students use compositing techniques and effects to weave synthetic objects and characters into digital scenes. Post-production use of color timing, time code editing, digital video effects, and effects editing are included.

### **Advanced Visual Effects**

DGMD331      3 Credits  
This class will cover the 3D interface in Nuke, some effects animation, 3D Camera Projection in Maya, and the creation of Stereoscopy.

### **Master Class in Visual Effects**

DGMD331      3 Credits  
A study and investigation of the theories, the processes, and the business of Professional Visual Effects.

### **Storytelling in 30 Seconds**

DGMD333      2 credits  
In this course, students study the elements of good narrative. Stories from 30 seconds to 120 minutes in length share the same basic structure. In this class students learn the elements that contribute to a successfully engaging story. This knowledge is applicable to a great many areas of their study.

### **Drawing Animals for Films, TV and Games**

DGMD337      2 credits  
Animal drawing exercises are practiced with the entertainment industry in mind. Students take many field trips to the zoo and other animal habitats. Open to all majors.

## **Type and Design Fundamentals**

DGMD340 2 credits

Students learn how to use typography effectively as a design element and how to control the details of its use, both hallmarks of good designers. Design principles learned in the foundation year are reviewed as knowledge and experience in this area is extended.

## **Digital Matte Painting**

DGMD343 2 credits

Through exploring and understanding its history, starting with the mail car scene from The Great Train Robbery, through the films of the '40s and '50s, and winding up with contemporary film-making, students address the intricacies of matte painting. Exercises are done in practical and digital matte painting.

## **Drawing for Feature Films**

DGMD345 2 credits

Traditional life drawing exercises, plus landscapes and other types of drawing, are practiced with the feature film in mind. Reviews of feature films from Hollywood and around the world are incorporated. Open to all majors.

## **Advanced Motion Graphics Tools and Techniques Workshop**

DGMD346 2 credits

This course assists students to extend their expertise in the program, After Effects. Students explore various third-party plug-ins and the capabilities of the AE Production Bundle. Students must have worked with After Effects for at least 2 semesters or have equivalent experience in order to take this class.

## **Storyboarding for Features, TV and Games**

DGMD348 2 credits

Storyboarding is practiced as a tool for planning and making informed changes in digital work for film, games, and television. Students learn the basics of storyboarding and its importance as a tool of visualization. Students create characters, settings, and sequences to communicate clearly the vision of their projects.

## **Basic Game Design I**

DGMD349 2 credits

Students investigate concept development for game design. This course explores the development and production of video games for the industry. The course includes discussions with an industry leader. Students research currently available game titles and discuss their features to identify their successful qualities.

## **Perspectives in Entertainment & Technology**

DGMD350 2 credits

This course is a lecture series exploring all aspects of entertainment and technology development and its impact on the visual and visceral arts. Different sections are offered each semester, dealing with film, visual effects, type design, or other special topics.

## **Digital Design Principles**

DGMD352 2 credits

This course focuses on basic design principles that are useful in everything from filmmaking to motion graphics to web design. Students learn the rules of design; then they learn how to break them.

## **Motion Graphics For The Web**

DGMD355 2 credits

The internet demands a different approach to design than print or broadcast design. Design for the web must take into account, not only the new medium, but also concepts, goals, content, and intended audience. Students learn to bring life to the web through instruction in Macromedia Flash, a variety of other tools, and their own creativity.

## **Basic Game Design II**

DGMD359 2 credits

Students continue to explore concept development for game design. This course focuses on the development and production of video games for the industry. The course includes discussions with an industry leader.

## **Real and Computer Generated Lighting**

DGMD360 2 credits

This course covers the basics of lighting in a classroom environment, then extends that information to the computer lighting of virtual sets, props and characters.

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## **Course Descriptions**

### **Digital Still Photography**

DGMD361            2 credits  
The basics of photography assist students with improving their videography, computer generated compositions, and films. After briefly touching upon 35mm photography, this course addresses the elements of good photography as applied to digital photography. Using both “prosumer” and professional cameras, students learn to use all the manual features of these new cameras to achieve a variety of looks and effects.

### **Sculpture for Digital Artists**

DGMD367            2 credits  
In this class, students work with clay to understand the 3D form as it applies to computergenerated models, character design, and props. They create maquettes, hand-crafted 3D models that animators reference when animating a character. Maquettes, along with model sheets, bring consistency to the production of an animated character when it is produced by different animators.

### **Advanced Sculpture for Digital Artists**

DGMD368            2 credits  
Students work with clay to understand the 3D form as it applies to computer-generated models, character design, and props. This is the next step for those who have completed the beginning course or who have equivalent experience.  
*Prerequisite: DGMD367 or equivalent experience.*

### **Acting for Animators**

DGMD373            2 credits  
Sony Imageworks, ILM, and many other large and small production houses use “Acting for Animators” classes to enhance their animating skills. In this course, students learn to portray movement and emotion in animated characters through the method of acting out scenes.

### **Broadcast Design**

DGMD380            2 credits  
This class explores the fundamentals of theory and strategy behind broadcast design. Students learn the characteristics of award-winning pieces that are progressive in design but strategic in implementation. Aspects of branding and client communications are included.

### **Broadcast Design Rapid Projects**

DGMD380            2 credits  
This fast-paced environment will help you get out of the habit of cherishing each idea and into the habit of coming up with an idea, refining it, producing it and moving on to new projects.

### **Storyboarding for Motion**

DGMD380            2 Credits  
In this class we will develop the process of storyboarding for motion. Addressing, story arch, concept, composition, board flow, overall technique, and more. Also we will be developing the designers voice and vision.

### **Honors Class**

DGMD399            2 credits  
For outstanding students who wish to explore their own projects in greater detail. This multidisciplinary class will see a wide range of projects and gain much from class critiques of their work as it progresses.

### **Senior Thesis**

DGMD400            4 credits  
In this course, students develop their own final projects. Class critiques help students develop their own work, while learning from the creative processes of their fellow classmates. Visiting industry leaders take part in these critique sessions. Students collect their work-ups from drawing classes, their storyboards, and other parts of the creative process, to be used as windows into their personal working styles. These pieces are then used to develop the students’ reels and are of great value to future potential employers.

### **Thesis Preparaton**

DGMD402            3 credits  
In this class, students are given the time to work on developing their senior projects. Storytelling, storyboarding, and other issues are discussed in relationship to students’ personal or group projects. Critiques are a vital part of this process and assist the students in understanding their own creative processes, as well as those of their classmates.

### **Senior Business Seminar I: Career Planning & Personal Management**

DGMD410                      2 credits

This course provides a practical introduction to skills for acquiring and keeping a job, as well as the processes for developing a freelance business. Students learn presentation techniques and practical business concepts, from accounting and personal finances to business communications and networking.

### **Senior Business Seminar II: Career Planning & Personal Management**

DGMD411                      2 credits

Continuing from the first semester, students learn more about job availability. They practice interviewing techniques, write a professional resume, and document and organize their work to create appropriate reels and portfolios, with the goal of packaging and presenting themselves to employers.

### **Industry Internship**

DGMD425                      2 credits

Students may apply for internships or equivalent work experience in one of the digital media industries. The department, along with the Office of Career Services, assist students in locating appropriate internship positions. These internships assist students in gaining the work experience and industry contacts necessary for job placement upon graduation.

### **Traditional Animation**

DGMD428                      3 credits

Learn how to do traditional animation to help your 3D animation. Our teacher will introduce you to the history of animation from Emile Kohl to Winsor McCay, Betty Boop and more and then on to Disney, Hanna Barbera, Osamu Tezuka, and Hiroyasu Miyazaki. From there you will study in depth the principles of animation and the principles of animation as applied to computer animation. A must for serious CG animators.

### **Practicum in Media Technologies**

DGMD430                      3 credits

“Software is not important. Your skill and talents are. If you are good in one program, you’re good in another.” This quote by distinguished lecturer, Glen Campbell of Area 51, is quite accurate. While students work a great deal with many programs, their value to employers comes from their skills as

artists and designers, coupled with their “people skills.” In this course, students extend their skills in creating pieces that show off their talents.

### **Methods and Materials**

DGMD437                      2 credits

Students receive in-depth instruction in the use of pencils, markers, watercolor, pastels, and mixed media. Techniques are applied to landscapes, costumes, vehicles, and a variety of other subjects.

### **Advanced Tools and Techniques**

DGMD440                      3 credits

Students extend their expertise and knowledge in one of these areas: motion graphics, character animation, filmmaking, or visual effects.

### **Visiting Artists Series**

DGMD444                      2 credits

This is an ongoing, ever-changing class created to share the expertise, experience and interests of some of the world’s foremost talents in digital art, design, and storytelling. See department for course description each semester.

### **Advanced Concept Development**

DGMD450                      2 credits

This course develops the creative and problemsolving skills needed to be an effective artist and designer. Whether students are interested in 3D, visual effects, video game development, or motion graphics, they learn techniques for overcoming creative block. Students learn the skills needed to either lead a team or participate as an effective member of a creative team.

### **Independent Study**

DGMD999                      1-6 credits

Independent studies provide an opportunity for students to work closely and collaboratively with faculty on assignments that extend the scope of their current interests, or expand their expertise. Applications for independent study projects are reviewed and approved by the department chair based on proposals submitted by interested students.