MEDIA ARTS (MART)

MART 101 Intro to Media Arts (3 Credits)
Students learn an overview of media arts and the roles contained in it. Student will examine the three types of creators from storyteller, artist, and designer, and how those roles influence movies, games, installations, image making, other creative processes. This course is there to help plan a path for the type of media arts a student would like to further pursue.
Satisfies the following General Education Core requirements: Humanities and Fine Arts
Course fee will apply.

MART 112 Intro to Film Editing (3 Credits)
Students gain practical understanding at an introductory level in how to edit and create short films. Using Adobe products, students will work individually and in teams to create and edit their own short films to learn and understand the process.
Satisfies the following General Education Core requirements: Humanities and Fine Arts
Course fee will apply.

MART 122 Introduction to Adobe (3 Credits)
Students will be exposed to the Adobe Creative Suite of software and learn how to engage with it. Projects would focus on beginner level understanding of digital image making with further advancement of technical knowledge in Photoshop, Illustrator, In design, Lightroom, After Effects and other software in the Adobe Creative Cloud.
Satisfies the following General Education Core requirements: Humanities and Fine Arts
Course fee will apply.

MART 145 Web Design (3 Credits)
Students are introduced to planning and designing effective web pages using a text editor. Students will learn the basic elements of HyperText Markup Language (HTML5) and Cascading Style Sheets (CSS3).
Course fee will apply.

MART 232 Interactive Web II (3 Credits)
Provides foundational skills required for designing and implementing Web sites for public and private organizations. Students are taught advanced techniques and further their experience with web design. Marketing and design techniques are applied using state-of-the-art tools.
Pre-requisite(s): MART 145