

**Course Code:** CSC 179

**Course Title:** Digital Media Foundation

**Department:** Business/Computer Science and Technologies

**Effective Date:** Summer 2026

**PCS Code:** 1.2 - Occupational/Technical Instruction

**CIP Code:** 50.0401

**Repeatability:** 0

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## Credit Hours

**Catalog Notation:** 2-2-3

**Credit Hour Distribution:**

Lecture: 2

Lab: 2

Clinical: 0

**Total: 3**

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## General Course Information

### Catalog Description

Introduction to foundational concepts, processes, applications, theory, and technology behind the digital media industry. Projects focus on fundamental techniques and processes in the digital media production pipeline.

### General Course Objectives

To prepare students with the basic knowledge, fundamental concepts, and general understanding needed for a variety of disciplines within digital media. Students will gain insight into the digital media industry through demonstrations and presentations from the digital media community.

### Minimum Placement Levels

**English**

None

**Reading**

None

**Math**

None

### Prerequisites

None

### Methods of Evaluation

16 exercises, tutorials, and small-scale studies will be given to introduce and develop the student's understanding and proficiency in course concepts and skills. 3 large-scale projects will be regularly assigned to apply the concepts introduced in exercises and tutorials. A comprehensive final exam will test the student's retention and comprehension of the theoretical, historical, and critical material presented in lectures and readings.

### Instructional Materials and Additional Supplies

Taught in lab environment with specialized software and hardware. Regular upgrades of software and hardware expected annually.

Students are required to have a USB flash drive (\$50). Lab fees (\$20).

## Course Content

### General Learning Outcomes (GLOs)

- Creativity and Innovative Thinking: Students will design, present, and interpret materials, information, and ideas in innovative ways.
- Technology: Students will demonstrate the ability to evaluate, select, and appropriately use current and emerging tools.

### Course Segments and Student Learning Outcomes

Course Segment	Learning Outcomes	Lecture Hours	Lab Hours	Clinical Hours
Introduction/Survey	1. Identify course requirements and expectations. 2. Be introduced to a historical survey of digital media.	3	3	0
Vision and Digital Perception	1. Apply principles and elements of design, illusion, and visual cues to a variety of digital mediums.	3	3	0
The Digital Medium	1. Analyze and employ elements of digital images, sequences, rgb, alpha, Z-depth, types, and resolutions.	2	2	0
Electronic Color	1. Analyze color, space, channels, limits, quantization, and gamma.	3	3	0
Design Fundamentals	1. Compose compositions for different mediums (animation, gaming, web, commercial).	4	4	0
Image Production	1. Create images from concepts, references, and combining elements.	4	4	0
2D Digital Media Pipeline	1. Identify pre-production, storyboarding, production elements, and applications.	2	2	0
Building 3D Worlds	1. Create 3D environments, references, geometric primitives, camera controls, and lights.	2	2	0
Rendering 3D Worlds	1. Apply rendering methods, shading models, output considerations, and batch renders.	2	2	0
Interactive Digital Media	1. Design interactive applications (web, games, portable devices).	2	2	0
Algorithms and Logic	1. Describe programmatic aspects/logic of interactive digital media applications.	3	3	0

#### Total Contact Hours

Lecture Hours	Lab Hours	Clinical Hours
30	30	0