

ARTT
116/
GDES
116

DIGITAL TOOLS FOR VISUAL ARTS

ALL COURSES OFFERED IN SAFE, FULLY REMOTE MODE

An examination of the digital tools used in the visual arts. Students are exposed to the theory and function of the major software packages and basic digital design principles utilized in the visual arts. Topics include operating systems, typography, vector and bitmap imaging, page layout, PDF creation and editing, timeline-based video editing, file transfer, output, web, emerging technologies, and other material relative to the digital visual arts workflow.

COURSE OFFERINGS ARE 15 WEEK SESSION. SEE DATES BELOW.

Remote Learning

ARTT116/GDES 116 DIGITAL TOOLS FOR VISUAL ARTS
Professor: Rodney-Haapala
CRN: 23332/23333 S 9/11 - 12/19
9 AM - 3:40 PM FULL SESSION

ARTT116/GDES 116 DIGITAL TOOLS FOR VISUAL ARTS
Professor: Van Wagoner
CRN: 22370 /22371 F 9/03 - 12/19
9 AM- 3:40 PM FULL SESSION

ARTT116/GDES 116 DIGITAL TOOLS FOR VISUAL ARTS
Professor: Van Wagoner
CRN: 24227/ 24228 MW 8/30 - 12/19
12:30 PM - 3:10 PM FULL SESSION

ARTT116/GDES 116 DIGITAL TOOLS FOR VISUAL ARTS
Professor: Van Wagoner
CRN: 20113/ 20116 MW 8/30 - 12/19
9 AM - 11:40 AM FULL SESSION

Student Work



Student Work by Digrazia, T



Student Work by Abdullah

Poster design by Graphic Design AFA
student Alwin Mathew Thomas

MC MONTGOMERY
COLLEGE

VISUAL AND PERFORMING ARTS DEPARTMENT- TP/SS CAMPUS



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