

ARTT
116/
GDES
116

DIGITAL TOOLS FOR VISUAL ARTS

ALL COURSES OFFERED IN SAFE, FULLY REMOTE OR DISTANCE LEARNING MODES

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 for the Spring 2021 semester are in 7.5 and 15 week modes for students to choose from. Please pay close attention to the dates offered, as some courses start after Spring Break:

Professor: MCLAUGHLIN
CRN: 33235 S 1/30 – 5/16
10 – 3:40 PM FULL SESSION
CO-LISTED W/CRN33236

Professor: RODNEY-HAAPALA
CRN: 32149 MWF 3/29 – 5/16
6 – 9:55 PM SESSION II
CO-LISTED W/CRN32151

Professor: RODNEY-HAAPALA
CRN: 30085 MWF 1/25 – 3/14
10 – 1:55 PM SESSION I
CO-LISTED W/CRN32150

Student Work



Student Work by Abdullah



Student Work by Donovan, G



Student Work by Digrazia, T

POSTER DESIGN BY GRAPHIC DESIGN AFA STUDENT ALWIN MATHEW THOMAS

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Background work by student Valdivia