

UNIVERSITY OF HAWAI'I
SYSTEM ARTICULATION AGREEMENT

Digital Media

**University of Hawai'i at Mānoa
Hawai'i Community College
Honolulu Community College
Kapi'olani Community College
Leeward Community College
Maui Community College**

April 2007

UNIVERSITY OF HAWAI'I SYSTEM ARTICULATION AGREEMENT

Digital Media Courses

INTRODUCTION

The University of Hawai'i is comprised of ten campuses located on four islands in the State of Hawai'i. While each campus has a unique identity and mission, the ten campuses operate as one system.

During the course of their education, students may decide to transfer from one campus to another in the University of Hawai'i (UH) system. Articulation of courses supports the transfer of earned academic credits within the UH system.

PURPOSE

The primary purpose of this articulation agreement is to facilitate the transfer of courses across the university system. It is intended to inform students, whose program of study requires Digital Media Arts courses, of comparable courses that may be taken at other UH campuses.

Students will have the opportunity to receive credit for equivalent courses taken elsewhere in the UH system, reducing the potential problems of having to retake a similar course or not being credited with work that has been completed.

This agreement involves courses from the following campuses and programs:

Campus	Program	Course Alphas
UH Mānoa	Academy for Creative Media	ACM
Hawai'i CC	Digital Media Arts	ART
Honolulu CC	Communication Arts	CA
Kapi'olani CC	New Media Arts	ART
Leeward CC	Digital Media	DMED
Maui CC	Information and Computer Sciences	ICS

This table documents Digital Media and related courses which are articulated within the University of Hawai'i system.

Course to Course Articulation

UH Mānoa	Hawai'i CC	Honolulu CC	Kapi'olani CC	Leeward CC	Maui CC
ACM 215 3D Scene Design	ART 126 3D Computer Graphics		ART 126 3D Computer Graphics		
ACM 216 3D Animation	ART 212 Digital Animation		ART 212 Digital Animation		
ACM 220 Advanced Rendering			ART 247 Lighting and Rendering		
*ACM 215 3D Scene Design and 216 3D Character Animation				*DMED 242 Character Animation and 243 3-D Modeling and Animation	
			ART 222 Digital Multimedia	DMED 240 Animation and Special Effects	
		CA 100 Survey of Graphic Styles	ART 159 History of Communication Design		
			ART 125 Intro to Graphic Design	DMED 113 Intro to Layout Design	ICS 116 Designing for Cross Media Publishing for Print and Web
			ART 128 Interface Programming I	DMED 120 Netprep Web Development	
	ART 202 Digital Imaging		ART 202 Digital Imaging	ART 202 Digital Imaging	
			ART 212 Digital Animation		
	ART 226 3D Computer Graphics II		ART 226 3D Computer Graphics II		

*Complete as a package of courses. If the entire package is not completed, individual courses will transfer as elective courses.

This Articulation Agreement will remain in effect until April 2012. It will be subject to review in January 2012 and may be continued, revised, or discontinued with the consent of faculty members and administration of all campuses represented in this agreement.

Descriptions for courses listed in this agreement are provided on the following pages.

DIGITAL MEDIA COURSE ARTICULATION

UHM	KAPIOLANI CC	HAWAII CC
<p>ACM 215: 3D Scene Design (3 CR) Modeling, texturing, lighting and rendering. Students will design, build and create images of a consumer electronic device. A-F only. Pre: consent. (2007-08 UHM catalog)</p>	<p>ART 126: 3D Computer Graphics I (3 CR, 6 hrs lec/lab per week) PreReq: ART 112 with a grade of "C" or higher; approval of the Introduction to 3D Computer Graphics I portfolio entrance review or acceptance into a MMA AS specialization. Comment: This course may not be audited. ART 126 provides introductory studio experience in 3D computer graphic concepts with Alias Wavefront MAYA. Emphasis will also be placed on developing an aesthetic criteria for evaluation. (2006-07 KapCC catalog)</p>	<p>ART 126: 3D Computer Graphics I (3 CR, 6 hrs lec/lab per week) PreReq: ART 112 with a grade "C" or higher. This is a studio course in digital imaging concepts and techniques including image capture, manipulation, and output. Emphasis will also be placed on developing an aesthetic criteria for evaluation. (2006-07 HawCC catalog)</p>
<p>ACM 216: 3D Animation (3 CR) Artistic/acting and technical/computer aspects of character animation. Special emphasis on techniques for imbuing computer generated characters with the illusion of life. Project-based. A-F only. Pre: consent. (2007-08 UHM catalog)</p>	<p>ART 212 Digital Animation (3 CR, 6 hrs lec/lab per week) PreReq: ART 112 with a grade of "C" or higher; approval of the Digital Animation entrance portfolio review or acceptance into a MMA AS specialization. Comment: This course may not be audited. ART 212 is a studio course in digital animation concepts and technique. Emphasis will also be placed on developing an aesthetic criteria for evaluation. (2006-07 KapCC catalog)</p>	
<p>ACM 220: Advanced Rendering (3 CR) Computer animation directing and cinematography in a 3D environment. A-F only. Pre: 215 and 216. A-F only. Prereq: ACM 215 and 216 (2007-08 UHM catalog)</p>	<p>ART 247 Lighting & Rendering (3 CR, 6 hrs lec/lab per week) PreReq: ART 226 3D Computer Graphics II with a grade of "C" or higher; approval of the Lighting & Rendering entrance portfolio review or acceptance into a MMA AS specialization. Comment: This course may not be audited. ART 247 is a studio course to explore ways to use lighting, texturing, and rendering to enhance mood and character in the 3D digital environment. Emphasis will be placed on developing an aesthetic criteria for evaluation. (2006-07 KapCC catalog)</p>	

DIGITAL MEDIA COURSE ARTICULATION

<p>UHM</p>	<p>LEEWARD CC</p>
<p>ACM 215: 3D Scene Design (3 CR) Modeling, texturing, lighting and rendering. Students will design, build and create images of a consumer electronic device. A-F only. Pre: consent.</p> <p><u>AND</u></p> <p>ACM 216: 3D Animation (3 CR) Artistic/acting and technical/computer aspects of character animation. Special emphasis on techniques for imbuing computer generated characters with the illusion of life. Project-based. A-F only. Pre: consent. (2007-08 UHM catalog)</p>	<p>DMED 242 Character Animation (3 CR) <i>PreReq: DMED 140 or consent of instructor.</i> This course moves deeper into the heart of animation technique studying cell animation, stop motion animation and computer generated 3D animation. The focus is on storytelling, film making and performance and in actually making a movie. Advanced features of Adobe After Effects, Macromedia Flash, Final Cut Pro and Maya will be discussed. Students will begin developing stories and characters using digital tools to bring them to life. Dialogue, lip sync and character interaction will be explored in detail.</p> <p><u>AND</u></p> <p>DMED 243: 3D Modeling and Animation (3 CR) <i>PreReq: DMED 140 or instructor approval.</i> <i>Rec Prep: DMED 241</i> Students will learn the basic use of organic modeling and character animation tools. (2006-07 LeeCC catalog)</p>

DIGITAL MEDIA COURSE ARTICULATION

<p>KAPIOLANI CC ART 222 Digital Multimedia (3 CR, 6 hrs lec/lab per week) <i>PreReq: ART 202, with a grade of "C" or higher and approval of the Digital Multimedia entrance portfolio review or acceptance into a MMA AS specialization.</i> <i>Comment: This course may not be audited.</i> ART 222 provides studio experience in multimedia concepts and techniques including image processing, motion graphic design, digital video, sound editing, and multimedia authoring software in the creation of interactive multimedia art works. (2006-07 KapCC catalog)</p>	<p>LEEWARD CC DMED 240 Animation & Special Effects (3 CR) <i>PreReq: ENG 21 or ENG 22 or equivalent, all with a grade of C or better, or consent of instructor.</i> <i>Rec Prep: DMED 140.</i> This course focuses on advanced 2-D animation techniques for film, television and multimedia. Students will further enhance motion concepts in animation and develop advanced compositing, sound and editing skills. (2006-07 LeeCC catalog)</p>
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<p>KAPIOLANI CC ART 125 Introduction to Graphic Design (3 CR, 6 hrs lec/lab per week) <i>Pre Req: ART 112 with a grade of "C" or higher; ART 115 with a grade of "C" or higher; satisfactory completion of the Introduction to Graphic Design entrance portfolio review or acceptance into a MMA AS specialization.</i> <i>Comment: This course may not be audited.</i> ART 125 introduces various ways of organizing visual elements in page design and examines the conceptual meaning of text and image in combination. Structural systems such as grids; modules; and the design principles of emphasis, balance, rhythm, scale and unity are used to organize visual information. Photographs, illustrations and text are integrated using page layout software. (2006-07 KapCC catalog)</p>	<p>LEEWARD CC DMED 113 Introduction to Layout Design (3 CR) <i>PreReq: ENG 21 or ENG 22 or equivalent and ART 112, all with a grade of C or better, or consent of instructor.</i> <i>Rec Prep: ART 113D</i> Introduction to the technology, vocabulary and procedures of basic paste up for preparing digital mechanicals for offset print production. Emphasis is on preparing simple mechanicals for brochures, newspaper ads and other print formats. (2006-07 LeeCC catalog)</p>	<p>MAUI CC ICS 116 Designing for Cross-Media: Publishing for Print & Web (3 CR, 3 hr lec/lab) <i>Pre Req: ICS 100, or BCIS 161, or consent.</i> Focuses on design and layout for cross-media publishing. Examines the interface, functions, and integration of publishing software for graphic design and production. Explains how to prepare content for publication for print, Portable Document Format (PDF), and on the web. (2006-07 MauCC catalog)</p>
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DIGITAL MEDIA COURSE ARTICULATION

<p>KAPIOLANI CC ART 159 History of Communication Design (3 CR, 6 hrs lec/lab per week) <i>PreReq: ART 115 with a grade of "C" or higher, ART 112 with a grade of "C" or higher; satisfactory completion of the History of Communication Design portfolio review or acceptance into a NMA AS specialization.</i> <i>Comment: This course may not be audited.</i> ART 159 is a chronological survey of design history with an emphasis on work from the Victorian Period through the present. International, political, social and technological issues are also addressed in relationship to visual arts and design disciplines. A studio component integrates research with design projects. (2006-07 KapCC catalog)</p>	<p>HONOLULU CC CA 100 Survey of Graphic Styles (3 CR, 3 hrs lec per wk) <i>PreReq: ENG 22/60 OR placement in ENG 100</i> The history, theory and criticism of communication arts since the industrial revolution, including how technology has been integrated into its production. The course will include an overview of production methods used in the communication arts today. (2006-07 HonCC catalog)</p>
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DIGITAL MEDIA COURSE ARTICULATION

<p>KAPIOLANI CC</p> <p>ART 128 Interface Programming I (3 CR, 6 hrs lec/lab per week) <i>PreReq:</i> ART 112 with a grade of "C" or higher and satisfactory completion of the Interface Programming portfolio review or acceptance into a NMA AS specialization. <i>Comment:</i> This course may not be audited. ART 128, Interface Programming I, provides the foundation of skills and principles necessary for students to create visually effective Web sites. Through lectures, demonstrations, and hands-on exercises, this course develops skills in writing HTML, hypertext markup language; understanding the fundamentals of JavaScript to add greater control over Web page and site design for cross-browser dynamic Web pages; and an introduction to Cascading Style Sheets and DHTML that combines HTML, JavaScript, Style Sheets, Absolute Positioning, Plug-ins, and DOM. (2006-07 KapCC catalog)</p>	<p>LEEWARD CC</p> <p>DMED 120 NetPrep Web Development (3 CR) <i>PreReq:</i> ENG 21 or ENG 22 or equivalent, all with a grade of C or better, or consent of instructor. This course will prepare students to analyze, design and build and implement websites. Areas covered include identification of information objects, the creation of flow diagrams, the use of multimedia, the use of hyperlinks, navigational efficiency, text creation and the the appropriate use of maps, menus and frames. (2006-07 LeeCC catalog)</p>
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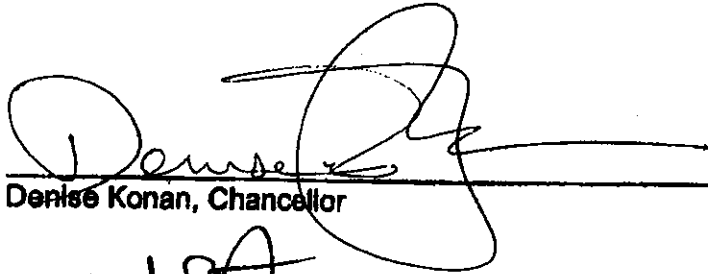
<p>HAWAII CC</p> <p>ART 202 Digital Imaging (3 CR, 6 lec/lab hrs) <i>PreReq:</i> ART 112 <i>CoReq:</i> ART 115 or prior completion. A studio course in digital imaging concepts and techniques including image capture, manipulation, and output. Emphasis will also be placed on developing an aesthetic criteria for evaluation. (2006-07 HawCC catalog)</p>	<p>KAPIOLANI CC</p> <p>ART 202 Digital Imaging (3 CR, 6 hrs lec/lab per week) <i>Pre Req:</i> ART 112 with a grade of "C" or higher and approval of the Digital Imaging entrance portfolio review or acceptance into a NMA AS specialization. <i>Comment:</i> This course may not be audited. ART 202 is a studio course in digital imaging concepts and techniques including image capture, manipulation, and output. Emphasis will also be placed on developing an aesthetic criteria for evaluation. (2006-07 KapCC catalog)</p>	<p>LEEWARD CC</p> <p>ART 202 Digital Imaging (3 CR) <i>Prerequisite:</i> Art 112 or permission of the instructor. Studio experience in digital imaging concepts and techniques including image capture, manipulation and output using Adobe Photoshop. (2006-07 LeeCC catalog)</p>
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DIGITAL MEDIA COURSE ARTICULATION

HAWAII CC	KAPIOLANI CC
<p>ART 212 Digital Animation (3 CR, 6 lec/lab hrs) PreReq: ART 112 and ART 202 A studio course in digital imaging concepts and techniques including image capture, manipulation, and output. Emphasis will also be placed on developing an aesthetic criteria for evaluation. (2006-07 HawCC catalog)</p>	<p>ART 212 Digital Animation (3 CR, 6 hrs lec/lab per week) PreReq: ART 112 with a grade of "C" or higher; approval of the Digital Animation entrance portfolio review or acceptance into a NMA AS specialization. Comment: This course may not be audited. ART 212 is a studio course in digital animation concepts and technique. Emphasis will also be placed on developing an aesthetic criteria for evaluation. (2006-07 KapCC catalog)</p>
<p>ART 226 3D Computer Graphics II (3 CR, 6 lec/lab hrs) PreReq ART 126 with a grade of "C" or higher; ART 202 with a grade of "C" or higher; ART 212 with a grade of "C" or higher. ART 226 provides intermediate studio experience in 3D computer graphics concepts with Autodesk MAYA. This class builds upon the knowledge learned in ART 126, 3D Computer Graphics I and applies that knowledge to learn more advanced 3D animation techniques. Emphasis will also be placed on developing an aesthetic criteria for evaluation. (2007-08 HawCC catalog)</p>	<p>ART 226 3D Computer Graphics II (3 CR, 6 hours lecture/lab per week) PreReq ART 202 with a grade of "C" or higher; ART 212 with a grade of "C" or higher; ART 126 with a grade of "C" or higher; approval of the 3D Computer Graphics II entrance portfolio review or acceptance into a NMA AS specialization. Comment: This course may not be audited. ART 226 provides intermediate studio experience in 3D computer graphics concepts with Alias Wavefront MAYA. Emphasis will also be placed on developing an aesthetic criteria for evaluation. (2006-2007 KapCC catalog)</p>


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Digital Media

University of Hawaii at Mānoa Signature Page



Denise Konan, Chancellor

5/13/07
Date



Neal Smatresk, Vice Chancellor for Academic Affairs

5/11/07
Date

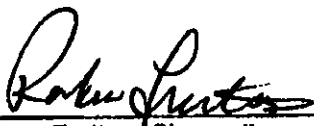


Thomas Brislin, Chair
Academy for Creative Media

4/27/07
Date

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Digital Media

Hawai'i Community College Signature Page



Rockne Freitas, Chancellor

MAY 2 2007
Date



Douglas Dykstra, Vice Chancellor for Academic Affairs

5/01/07
Date



John Cole, Division Chair

5/1/07
Date



Violet Murakami, Assistant Professor

4/30/07
Date

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Digital Media

Honolulu Community College Signature Page



Ramsey Pedersen, Chancellor

4/23/07
Date



Jerry Cerny, Interim Vice Chancellor

4/20/07
Date



Sam Rhoads, Division Chair

4/20/07
Date



Harrison (Bud) Brooks, Professor

4/20/07
Date

UNIVERSITY OF HAWAI'I SYSTEM ARTICULATION AGREEMENT
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Kapi'olani Community College Signature Page



Leon Richards, Interim Chancellor

4/25/07
Date



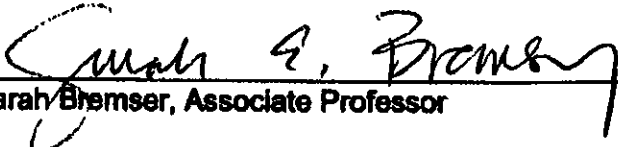
Louise Pagotto, Acting Vice Chancellor

4/25/07
Date



Kauka de Silva, Division Chair

4/25/07
Date

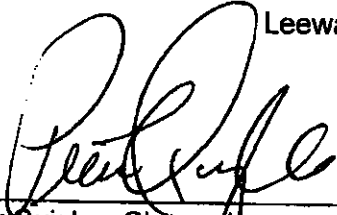


Sarah Bremser, Associate Professor

4/25/07
Date

UNIVERSITY OF HAWAII SYSTEM ARTICULATION AGREEMENT
Digital Media Arts

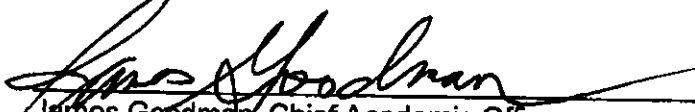
Leeward Community College Signature Page



Peter Quigley, Chancellor

OCT 10 2006

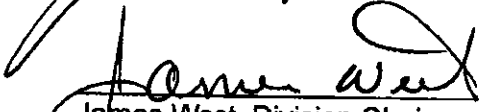
Date



James Goodman, Chief Academic Officer

10/10/06

Date



James West, Division Chair

10/9/06

Date



Christian Ganne, Program Coordinator

10/9/06

Date

UNIVERSITY OF HAWAII SYSTEM ARTICULATION AGREEMENT
Digital Media

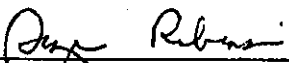
Maui Community College Signature Page



Clyde Sakamoto, Chancellor



Date



Suzette Robinson, Interim Vice Chancellor

10/19/06

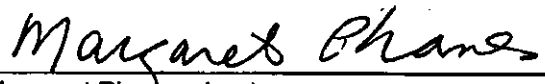
Date



Sandra Swanson, Division Chair

11 Oct 06

Date



Margaret Phares, Lecturer

10/11/06

Date