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**DESCRIPTION OF CLASSES LEADING TO ASSOCIATE OF APPLIED SCIENCE AND  
CERTIFICATE AT RED ROCKS COMMUNITY COLLEGE, LAKEWOOD, CO 80228**  
(<http://www.rrcc.edu>)

**FALL 2002: AUGUST 2002 – DECEMBER 2002**

MTD -111-002 ADOBE PHOTOSHOP I

This course concentrates on the high-end capabilities of a raster photo-editing software as an illustration, design and photo retouching tool. Students explore a wide range of selection and manipulation techniques that can be applied to photos, graphics and videos.

MTD -112-001 ADOBE ILLUSTRATOR I

This course acquaints students with the processes of a vector drawing program on the computer. Students learn how to use the tools to create digital artwork that can be used in web design, print media and digital screen design.

**SPRING 2003: JANUARY 2003 – MAY 2003**

ART -121-001 DRAWING I

Investigates the various approaches and media that students need in order to develop drawing skills and visual perception.

ART -132-001 DESIGN II

Focuses on learning to apply the elements and principles of design to three dimensional problems.

MTD -152-002 3D ANIMATION

This course introduces the steps followed by professional animators and game designers for producing media in a digital environment. Students learn the foundational skills of planning, organizing, storyboarding and previsualization techniques necessary to create animated stories. Students will also study the history of animation and game design.

MTD -161-001 DIRECTOR I

This course examines Macromedia Director, the leading authoring tool for interactive multimedia from the art director's perspective. Students will learn the basics of 2D animation for both computer presentations and the web. Interface design and scene development are emphasized. Hands-on projects include lingo scripts, behaviors, adding sound and digital video to student's movies.

#### MTD -171-001 VIDEO EDITING

This course is an introduction to digital non-linear video editing. Students will capture, compress, edit, and manipulate video images using a personal computer. Assembly techniques including media management, editing tools, titles and motion control; transitions and filters, and special effects are explored.

#### **SUMMER 2003: MAY 2003 – AUGUST 2003**

#### ART -163-001 POTTERY-HANDBUILDING I

Provides instruction in several methods of handbuilding and the study of functional and decorative design elements.

#### ART -270-001 FIGURE DRAWING

Provides continuing study of the various methods of drawing the human figure, with emphasis on the description of form and individual style.

#### MTD -155-001 LIGHTWAVE I

This class is no longer offered since the introduction of Maya.

#### MTD -172-001 AFTER EFFECTS I

The course provides the fundamental techniques for creating digital motion graphics such as 2D animations, animated logos, video graphics, etc. Classes cover relevant tools and techniques as well as industry standards, deliver methods and output.

#### **Fall 2003: AUGUST 2003 – DECEMBER 2003**

#### ART -154-001 SCULPTURE I

Introduces the fundamentals of sculpture such as modeling, casting, carving, and the processes of assemblage.

#### MGD -153-001 CHARACTER ANIMATION I

This course encompasses all major aspects of creating 3D characters using animation software. Using developed characters, the student will learn how to animate for personality.

#### MGD -155-001 MAYA I

This course introduces students to Maya, a high-end character animation tool. Emphases are on building models of various types. Students learn setting up and animating scenes for render in movie format.

#### MGD -163-001 SOUND DESIGN

This course explores the use of sound in multimedia production and audio storytelling. Students examine the principles of recording. Classes focus on how sound can enhance interactive productions and improve computer presentations. Students learn how to use the computer as a full audio editing studio.

#### MGD -164-001 VIDEO EDIT:FINALCUT/AVID

This course is an introduction to digital non-linear video editing. Students will capture, compress, edit, and manipulate video images using a personal computer. Assembly techniques including media management, editing tools, titles and motion control; transitions and filters, and special effects are explored. (I took this a second time to improve learned skills in video editing.)

#### **SPRING 2004: JANUARY 2004 – MAY 2004**

#### ART -254-001 SCULPTING THE FIGURE

Focuses on sculpting the human figure using modeling techniques in clay.

#### MGD -122-001 SCULPTING FOR DIGITAL MEDIA

Students will construct sculptures using organic, inorganic, abstract, and realistic subject matter. Operating a 3D scanner, students will digitize a sculpture and bring the electronic file into a computer animation application for manipulation.

#### MGD -143-001 WEB MOTION DESIGN: FLASH

This course will stress creating of animated GIF's and dynamic, interactive media for Web using Flash. Students will learn how to draw objects, create symbols, and assemble motion tweens.

#### MGD -253-001 CHARACTER ANIMATION II

This course addresses more advanced aspects of creating 3D characters on the computer. Students will also examine facial animation, lip synchronization, scene design and lighting set-ups.

#### **FALL 2004: AUGUST 2004 – DECEMBER 2004**

#### MGD -259-001 MANAGEMENT AND PRODUCTION

This course examines development of multimedia from a production standpoint. The process of transforming conceptual designs into actual projects is explored. Students study the management function of those tasks associated with the business end of development. Teamwork is emphasized throughout.

#### MGD -264-001 DIGITAL VIDEO EDITING II

This course looks at the more complex and advanced techniques of digital video editing. Areas of editing such as masking, filtering, blue/green screening, track mattes, and image mattes will be examined. Students will produce a movie project in this class and discuss practical ways to distribute to various audiences.

#### MGD -266-001 DVD AUTHORIZING

This course introduces students to all aspects of DVD authoring; covering source acquisition, DVD production, interface design, organization, management and appropriate DVD output solutions.

Requirements completed for CERTIFICATE for PRODUCTION AND DESIGN TECHNOLOGY

Requirements completed for ASSOCIATE OF APPLIED SCIENCE for MOTION GRAPHICS ANIMATION

#### **SPRING 2005: JANUARY 2005 – MAY 2005**

#### MGD -264-001 DIGITAL VIDEO EDITING II

This course looks at the more complex and advanced techniques of digital video editing. Areas of editing such as masking, filtering, blue/green screening, track mattes, and image mattes will be examined. Students will produce a movie project in this class and discuss practical ways to distribute to various audiences. (I took this course a second time to increase my skills in video editing.)

#### MGD -275-001 MAYA II

This course explores in-depth Maya animation techniques. Also, the student will be exposed to rigging characters for animation.