

MULTIMEDIA

pcc.edu/programs/multimedia/

CAREER AND PROGRAM DESCRIPTION

This program is designed to provide individuals with entry-level skills and hands-on experience needed for employment in a wide variety of professional opportunities in digital media. In the Video Production and Emerging Media AAS, topics include field video workflow, studio production, camera operation, directing, lighting, editing, motion graphics, audio recording, set design, drone cinematography, and screenwriting. In the Multimedia AAS and Certificate, topics include digital design, interactive media, compositing, 3D modeling, animation, character rigging, AR/ VR/ XR, game art development, stop motion animation, previsualization, multimedia graphic design, and more.

Video and Multimedia specialists are employed by companies that produce digital media projects destined for screen delivery. Video and Multimedia projects include those focused on narrative, documentary, entertainment, business, marketing, live event, commercial, education, training, and presentation applications. The program also provides ongoing skill development to members of the interdisciplinary multimedia team entering from related professions, such as graphic design, photography, journalism, computer science, business, publishing, film studies and art.

The program is located at the Cascade Campus. The entry level multimedia courses are generally offered each term and students begin taking classes during any term. Fall term start is recommended.

DEGREES AND CERTIFICATES OFFERED

ASSOCIATE OF APPLIED SCIENCE DEGREE

Multimedia
Video Production & Emerging Media

ONE-YEAR CERTIFICATE

Multimedia

Academic Prerequisites

Multimedia AAS , Video Production & Emerging Media AAS and all certificates

- Students entering the program must possess strong Macintosh or Windows computer management skills and be familiar with essential software such as word processing and draw/paint programs.

Academic Requirements

Multimedia AAS , Video Production & Emerging Media AAS and all certificates

- All courses must be completed with a grade of "C" or "P" or better.

Non-Academic Prerequisites

- None

Non-Academic Requirements

- None

ASSOCIATES OF APPLIED SCIENCE DEGREE

Multimedia (p. 1)
Video Production & Emerging Media (p. 2)

MULTIMEDIA AAS DEGREE

Minimum 94 credits. Students must also meet Associate Degree Comprehensive Requirements and Associate of Applied Science Requirements. Students must complete a total of four courses of

General Education. Some courses specified within the program may be used as General Education. Math/computation competency is met through the math course(s) required in the program of study. Students should consult with program advisors for course planning.

Course of Study

The coursework listed below is required. The following is an example of a term-by-term breakdown.

		Credits
Summer Term		
ART 131A	Drawing I *	4
ART 116	Basic Design: Color Foundations *	4
First Term		
MM 112	Digital Media Foundations	2
MM 120	Multimedia Design	2
MM 231	2D Animation	4
ART 115	Basic Design: 2D Foundations *	4
Second Term		
MM 220	Multimedia Design II	3
MM 230	Graphics for Multimedia	4
MM 235	Video Editing	4
ART 103	Understanding New Media Arts *	4
Third Term		
MM 160	Marketing Yourself as a Multimedia Professional	2
MM 232	3D Modeling and Animation	3
ART 117	Basic Design: 3D Foundations *	4
Multimedia Program Electives		4
Fourth Term		
COMM 130 or COMM 111 or COMM 112 or COMM 204	Business & Professional Communication Z or Public Speaking (COMM111=COMM111Z) or Argumentation, Advocacy, and Debate or Visual Communication for Media	4
BA 131	Introduction to Business Technology	4
MM 237	Video Compositing and Effects	4
MM 270 or MM 259	Writing for Multimedia or Screenwriting/Preproduction	3
Fifth Term		
BA 205	Business Communication Using Technology	4
WR 122	Composition II (WR122=WR122Z) Z	4
Multimedia Program Electives		8
Sixth Term		
Multimedia Program Electives		6
General Education: 1 course		
General Education: 1 course		
MM 250	Advanced Multimedia Project	3
	Total Credits	94

*
Could be used as General Education

Z
This course is part of Oregon Common Course Numbering. The following courses are equivalent:
COMM 111 and COMM 111Z
WR 122 and WR 122Z

MULTIMEDIA PROGRAM ELECTIVES

Code	Title	Credits
MM 112	Digital Media Foundations	2
MM 114	Visual Storytelling	3
MM 116	DIY Video	2
MM 118	Previsualization for Digital Media	4
MM 120	Multimedia Design	2
MM 121	Intro to Game Art Development	2
MM 123	Podcasting	3
MM 125	Video Industry Survey	1
MM 126	Sound for Picture	4
MM 129	Sound Production	4
MM 134	Directing for Narrative	3
MM 142	Introduction to Augmented Reality	1
MM 145	Acting for Recording	4
MM 146	Directing Actors for Recording	4
MM 160	Marketing Yourself as a Multimedia Professional	2
MM 215	Introduction to Stop Motion Animation	4
MM 216	Puppet Fabrication	4
MM 220	Multimedia Design II	3
MM 221	Game Level Design	3
MM 222	Client Video & Producing	4
MM 224	Drone Videography	3
MM 225	Game Art Pipeline	3
MM 228	360/VR Filmmaking	4
MM 231	2D Animation	4
MM 232	3D Modeling and Animation	3
MM 233	3D Character Modeling and Animation	3
MM 236	Digital Media Distribution	3
MM 237	Video Compositing and Effects	4
MM 239	Advanced Video Editing	4
MM 242	Game Design & Interactive Media 1	4
MM 243	Game Design & Interactive Media 2	4
MM 246	Post-Production Sound for Video	2
MM 247	Field Sound for Video	2
MM 248	AR/VR Fundamentals and Development I	4
MM 249	AR/VR Development II	4
MM 253	Intermediate Modeling and Texturing	3
MM 254	Character Rigging and Animation	3
MM 256	Graphics for Multimedia II	4
MM 258	Advanced Video Compositing	4
MM 259	Screenwriting/Preproduction	4
MM 260	Video Foundations	3
MM 261	Narrative Production	4
MM 262	Documentary Production	4
MM 263	Cinematography/Lighting	4
MM 264	Live Multi-camera Production I	4
MM 266	Post-Production: Color Correction	4
MM 267	Visual Effects Production	4
MM 268	Producing and Directing Independent Film	4
MM 270	Writing for Multimedia	3
MM 271	Interactive Storytelling	4
MM 275	Music Video Production	4
MM 269	Production Design and Art Direction	4
MM 278	Game Physics	4

MM 279	Accessibility in Digital Development	4
MM 280	Cooperative Work Experience in Multimedia	1-3
MM 282	Animation Production	4
MM 284	Portfolio Development	3
UAS 100	Career Explorations and Intro to Unoccupied Aircraft Systems	1
UAS 101	UAS Pilot Test Prep	2
UAS 102	UAS Flight Operations	2

VIDEO PRODUCTION & EMERGING MEDIA AAS DEGREE

Minimum 90 credits. Students must also meet Associate Degree Comprehensive Requirements and Associate of Applied Science Requirements. Students must complete a total of four courses of General Education. Some courses specified within the program may be used as General Education. In addition to required courses in the program of study, students must satisfy MTH 58/65 competency. Students should consult with program advisors for course planning.

Video Production & Emerging Media Degree Courses

First Term		Credits
ART 140A	Introduction to Digital Photography *	4
MM 112	Digital Media Foundations	2
MM 114	Visual Storytelling	3
MM 116	DIY Video	2
MM 235	Video Editing	4
Second Term		
MM 125	Video Industry Survey	1
MM 129	Sound Production	4
MM 230	Graphics for Multimedia	4
MM 259	Screenwriting/Preproduction	4
MM 260	Video Foundations	3
Third Term		
MM 134	Directing for Narrative	3
or MM 145	or Acting for Recording	
or MM 146	or Directing Actors for Recording	
MM 236	Digital Media Distribution	3
MM 239	Advanced Video Editing	4
MUC 218	Digital Arts & Equity	4
or MM 279	or Accessibility in Digital Development	
Fourth Term		
MM 237	Video Compositing and Effects	4
MM 261	Narrative Production	4
or MM 269	or Production Design and Art Direction	
or MM 126	or Sound for Picture	
MM 263	Cinematography/Lighting	4
General Education		
Fifth Term		
MM 228	360/VR Filmmaking	4
or MM 215	or Introduction to Stop Motion Animation	
MM 258	Advanced Video Compositing	4
or MM 266	or Post-Production: Color Correction	
MM 262	Documentary Production	4
or MM 222	or Client Video & Producing	
General Education		

Sixth Term		
MM 271 or MM 224 or MM 123	Interactive Storytelling or Drone Videography or Podcasting	4
MM 275 or MM 267	Music Video Production or Visual Effects Production	4
MM 284	Portfolio Development	3
General Education		
Total Credits		90

*
Could be used as General Education

ONE-YEAR CERTIFICATE

Multimedia (p. 3)

MULTIMEDIA ONE-YEAR CERTIFICATE

Minimum 60 credits. Students must meet all certificate requirements.

Course of Study

The coursework listed below is required. The following is an example of a term-by-term breakdown.

First Term		Credits
MM 112	Digital Media Foundations	2
MM 120	Multimedia Design §	2
MM 160	Marketing Yourself as a Multimedia Professional	2
MM 231	2D Animation	4
MM 235	Video Editing	4
Second Term		
MM 230	Graphics for Multimedia §	4
MM 270 or MM 259	Writing for Multimedia § or Screenwriting/Preproduction	3
Multimedia Program Electives		8
Third Term		
MM 232	3D Modeling and Animation	3
MM 250	Advanced Multimedia Project	3
Multimedia Program Electives		4
Multimedia Support Electives		5
Fourth Term		
Multimedia Program Electives		8
Multimedia Support Electives		8
Total Credits		60

§
Course contains Related Instruction and cannot be substituted with another course; Related Instruction details can be viewed here.

MULTIMEDIA PROGRAM ELECTIVES

Code	Title	Credits
MM 112	Digital Media Foundations	2
MM 114	Visual Storytelling	3
MM 116	DIY Video	2
MM 118	Previsualization for Digital Media	4
MM 120	Multimedia Design	2
MM 121	Intro to Game Art Development	2
MM 123	Podcasting	3
MM 125	Video Industry Survey	1
MM 126	Sound for Picture	4
MM 129	Sound Production	4

MM 134	Directing for Narrative	3
MM 142	Introduction to Augmented Reality	1
MM 145	Acting for Recording	4
MM 146	Directing Actors for Recording	4
MM 160	Marketing Yourself as a Multimedia Professional	2
MM 215	Introduction to Stop Motion Animation	4
MM 216	Puppet Fabrication	4
MM 220	Multimedia Design II	3
MM 221	Game Level Design	3
MM 222	Client Video & Producing	4
MM 224	Drone Videography	3
MM 225	Game Art Pipeline	3
MM 228	360/VR Filmmaking	4
MM 231	2D Animation	4
MM 232	3D Modeling and Animation	3
MM 233	3D Character Modeling and Animation	3
MM 236	Digital Media Distribution	3
MM 237	Video Compositing and Effects	4
MM 239	Advanced Video Editing	4
MM 242	Game Design & Interactive Media 1	4
MM 243	Game Design & Interactive Media 2	4
MM 246	Post-Production Sound for Video	2
MM 247	Field Sound for Video	2
MM 248	AR/VR Fundamentals and Development I	4
MM 249	AR/VR Development II	4
MM 253	Intermediate Modeling and Texturing	3
MM 254	Character Rigging and Animation	3
MM 256	Graphics for Multimedia II	4
MM 258	Advanced Video Compositing	4
MM 259	Screenwriting/Preproduction	4
MM 260	Video Foundations	3
MM 261	Narrative Production	4
MM 262	Documentary Production	4
MM 263	Cinematography/Lighting	4
MM 264	Live Multi-camera Production I	4
MM 266	Post-Production: Color Correction	4
MM 267	Visual Effects Production	4
MM 268	Producing and Directing Independent Film	4
MM 270	Writing for Multimedia	3
MM 271	Interactive Storytelling	4
MM 275	Music Video Production	4
MM 269	Production Design and Art Direction	4
MM 278	Game Physics	4
MM 279	Accessibility in Digital Development	4
MM 280	Cooperative Work Experience in Multimedia	1-3
MM 282	Animation Production	4
MM 284	Portfolio Development	3
UAS 100	Career Explorations and Intro to Unoccupied Aircraft Systems	1
UAS 101	UAS Pilot Test Prep	2
UAS 102	UAS Flight Operations	2

MULTIMEDIA SUPPORT ELECTIVES

Code	Title	Credits
ARCH 126	Introduction to AutoCAD	3
ARCH 136	Intermediate AutoCAD	3
ART 103	Understanding New Media Arts	4
ART 115	Basic Design: 2D Foundations	4
ART 116	Basic Design: Color Foundations	4
ART 117	Basic Design: 3D Foundations	4
ART 119	Basic Design: 4D Foundations	4
ART 131A	Drawing I	4
ART 140A	Introduction to Digital Photography	4
ART 214	History of Graphic Design	4
ART 240A	Photo II: Digital Photography	4
ART 279A	Experimental Media: Making and Meaning	4
ART 293A	Figure Sculpture	4
BA 101	Introduction to Business (BA101=BA101Z) ^Z	4
BA 131	Introduction to Business Technology	4
BA 205	Business Communication Using Technology	4
BA 207	Introduction to E-Commerce	4
BA 235	Social Media Marketing	4
CADD 126	Introduction to AutoCAD	3
CADD 136	Intermediate AutoCAD	3
CIS 122	Introduction to Programming Logic	4
CIS 133J	Java Programming I	4
CIS 135M	Mobile Application Programming for Android	4
CIS 140L	Introduction to Linux/UNIX	4
CIS 233J	Java Programming II	4
CS 133G	Introduction to Computer Games	4
CS 233G	Game Programming	4
ENG 195	Film Studies: Film as Art	4
ENG 196	Film Studies: Directors	4
ENG 197	Film Studies: Contemporary Themes and Genres	4
GD 114	Introductory Typography	3
GD 120	Graphic Design I	3
GD 122	Graphic Design 2	3
GD 124	Graphic Design 3	3
GD 221	Graphic Design 4	3
GD 222	Graphic Design 5	3
GD 228	Professional Graphic Design Practices	3
GD 229	Portfolio Preparation	3
GD 242	Combined Graphic Programs	3
GD 249	Design Studio	3
J 102	Introduction to Information Gathering	4
J 103	Introduction to Media Writing	4
J 201	Mass Communication and Society	4
J 204	Visual Communication for Media	4
MUC 200A	Composition I: Principles and Techniques	3
MUC 200B	Composition II: Electronic Music Composition	3
MUC 200C	Composition III: Multimedia & Multichannel Channel Comp	3
MUC 201	Analog Modular Synthesis	3

MUC 223	Recording Technology I: Analog Fundamentals	3
MUC 224	Recording Technology II: Signal Processing & Tracking	3
MUC 225	Recording Technology III: Running a Studio	3
MUC 236	Studio Recording Technology IV	3
MUC 237	Studio Recording Technology V	3
MUC 238	Studio Recording Technology VI	3
MUC 270	Audio Programming I: Introduction to Max/MSP	4
MUC 271	Audio Programming II: Intermediate Max/MSP	4
MUS 170	Music Technology: Beats and Basics	3
MUS 171	Music Technology: Record and Mix	3
MUS 172	Music Technology: Record, Remix and DJ	3
WR 227	Technical Writing (WR227=WR227Z)	4
WR 243	Creative Writing - Script Writing	4
WR 247	Advanced Creative Writing - Scriptwriting	4

Z

This course is part of Oregon Common Course Numbering. The following courses are equivalent:
BA 101 and BA 101Z