

MULTIMEDIA

pcc.edu/programs/multimedia/

CAREER AND PROGRAM DESCRIPTION

This program is designed to provide individuals with the entry-level skills and hands-on experience needed for employment in a wide variety of professional opportunities in Video production and Multimedia. In the Video production track, these include field video workflow, studio production crew roles, camera operation, directing, lighting, editing, sound design, field audio recording, set design, and screenwriting. In the Multimedia track, these include building skills in focus areas such as digital design, interactive media, motion graphics, digital compositing, 3D modeling, digital 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. A variety of advanced, 200 level courses are also offered.

DEGREES AND CERTIFICATES OFFERED

ASSOCIATE OF APPLIED SCIENCE DEGREE

Multimedia
Video Production & Emerging Media

ONE-YEAR CERTIFICATE

Multimedia

LESS THAN ONE-YEAR: CAREER PATHWAY 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

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Video Production & Emerging Media (p. 2)

MULTIMEDIA AAS DEGREE

Minimum 100 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.

Course	Title	Credits
First Term		
CS 160 or CS 140U or CS 133G	Exploring Computer Science * or Introduction to UNIX or Introduction to Computer Games	4
MM 110	Introduction to Multimedia	1
MM 120	Multimedia Design	2
MM 130	Multimedia Graphic Video and Audio Production	3
MM 140	Multimedia Authoring I	3
Second Term		
MM 150	Multimedia Project Review, Testing and Delivery	1
MM 160	Marketing Yourself as a Multimedia Professional	2
MM 230	Graphics for Multimedia	4
MM 235	Video Editing	4
Multimedia Program Electives		3
Third Term		
ART 103	Understanding New Media Arts *	4
BA 131 or BA 235	Introduction to Business Technology or Social Media Marketing	4
MM 220	Multimedia Design II	3
MM 232	3D Modeling and Animation	3
Fourth Term		
BA 205	Business Communication Using Technology	4
COMM 130 or COMM 111 or COMM 112 or COMM 218	Business & Professional Communication or or Argumentation, Advocacy, and Debate or	4
MM 270 or MM 259	Writing for Multimedia or Screenwriting/Preproduction	3
Multimedia Program Electives		3
Fifth Term		
ART 115	Basic Design: 2D Foundations *	4
ART 131A	Drawing I *	4
Multimedia Program Electives		8
Sixth Term		
ART 116	Basic Design: Color Foundations *	4
WR 122	Composition II (WR122=WR122Z) ^Z	4
Multimedia Program Electives		4
General Education: 1 course		
Seventh Term		
ART 117	Basic Design: 3D Foundations *	4
MTH 105	Math in Society (MTH105=MTH105Z) ^Z	4
General Education: 1 course		

Eighth Term		
MM 250	Advanced Multimedia Project Development I	3
Total Credits		100

*
Could be used for General Education.

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This course is part of Oregon Common Course Numbering. The following courses are equivalent:
COMM 111 and COMM 111Z
COMM 214, COMM 218, and COMM 218Z
MTH 105 and MTH 105Z
WR 122 and WR 122Z

MULTIMEDIA PROGRAM ELECTIVES

Code	Title	Credits
MM 110	Introduction to Multimedia	1
MM 112	Digital Media Foundations	2
MM 114	Visual Storytelling	3
MM 116	DIY Video	2
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 130	Multimedia Graphic Video and Audio Production	3
MM 134	Directing for Narrative	3
MM 140	Multimedia Authoring I	3
MM 142	Introduction to Augmented Reality	1
MM 145	Acting for Recording	4
MM 146	Directing Actors for Recording	4
MM 150	Multimedia Project Review, Testing and Delivery	1
MM 160	Marketing Yourself as a Multimedia Professional	2
MM 210	Audio Technician I - Intro	4
MM 211	Audio Technician II - Multitrack/Post	4
MM 212	Audio Technician III - Project Management	4
MM 213	Audio Technician IV - Capstone Project	4
MM 215	Introduction to Stop Motion Animation	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 Game Graphics & Animation I	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	Immersive Technologies: Introduction to Unity	4
MM 243	Immersive Technologies: Unity II	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 251	Advanced Multimedia Project Development II	3
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 265	Live Multi-camera Production II	4
MM 266	Post-Production: Color Correction	4
MM 267	Visual Effects Lab	4
MM 268	Producing and Directing Independent Film	4
MM 270	Writing for Multimedia	3
MM 271	Interactive Storytelling	4
MM 273	Immersive Tech: Unity III	4
MM 275	Music Video Production	4
MM 278	Game Physics	4
MM 279	Accessibility and Equity in Digital Development	4
MM 280	Cooperative Work Experience in Multimedia	1-3
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 92 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 or MM 145	Directing for Narrative or Acting for Recording	3
MM 236	Digital Media Distribution	3
MM 239	Advanced Video Editing	4
MUC 218 or MM 279	Digital Arts & Equity or Accessibility and Equity in Digital Development	4
Fourth Term		
MM 237	Video Compositing and Effects	4
MM 261 or MM 126	Narrative Production or Sound for Picture	4
MM 263 or MM 269	Cinematography/Lighting or Production Design and Art Direction	4
General Education		
Fifth Term		
MM 228	360/VR Filmmaking	4
MM 258 or MM 266	Advanced Video Compositing or Post-Production: Color Correction	4
MM 262 or MM 222	Documentary Production or Client Video & Producing	4
General Education		
Sixth Term		
MM 224 or MM 123	Drone Videography or Podcasting	3
MM 271	Interactive Storytelling	4
MM 275 or MM 267	Music Video Production or Visual Effects Lab	4
MM 284	Portfolio Development	3
General Education		
Total Credits		92

*
Could be used as General Education

ONE-YEAR CERTIFICATE

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LESS THAN ONE-YEAR: CAREER PATHWAY CERTIFICATE

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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.

		Credits
First Term		
MM 110	Introduction to Multimedia	1
MM 120	Multimedia Design §	2
MM 130	Multimedia Graphic Video and Audio Production	3
MM 140	Multimedia Authoring I	3
MM Support Electives		3
Second Term		
MM 150	Multimedia Project Review, Testing and Delivery	1
MM 160	Marketing Yourself as a Multimedia Professional §	2
MM 230	Graphics for Multimedia §	4

MM 235	Video Editing	4
MM Program Electives		4
Third Term		
MM 270 or MM 259	Writing for Multimedia § or Screenwriting/Preproduction	3
MM Program Electives		8
MM Support Electives		5
Fourth Term		
MM 250	Advanced Multimedia Project Development I	3
MM Program Electives		8
MM Support Electives		6
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 110	Introduction to Multimedia	1
MM 112	Digital Media Foundations	2
MM 114	Visual Storytelling	3
MM 116	DIY Video	2
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 130	Multimedia Graphic Video and Audio Production	3
MM 134	Directing for Narrative	3
MM 140	Multimedia Authoring I	3
MM 142	Introduction to Augmented Reality	1
MM 145	Acting for Recording	4
MM 146	Directing Actors for Recording	4
MM 150	Multimedia Project Review, Testing and Delivery	1
MM 160	Marketing Yourself as a Multimedia Professional	2
MM 210	Audio Technician I - Intro	4
MM 211	Audio Technician II - Multitrack/Post	4
MM 212	Audio Technician III - Project Management	4
MM 213	Audio Technician IV - Capstone Project	4
MM 215	Introduction to Stop Motion Animation	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 Game Graphics & Animation I	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	Immersive Technologies: Introduction to Unity	4	BA 205	Business Communication Using Technology	4
MM 243	Immersive Technologies: Unity II	4	BA 207	Introduction to E-Commerce	4
MM 246	Post-Production Sound for Video	2	BA 235	Social Media Marketing	4
MM 247	Field Sound for Video	2	CADD 126	Introduction to AutoCAD	3
MM 248	AR/VR Fundamentals and Development I	4	CADD 136	Intermediate AutoCAD	3
MM 249	AR/VR Development II	4	CIS 122	Introduction to Programming Logic	4
MM 251	Advanced Multimedia Project Development II	3	CIS 133J	Java Programming I	4
			CIS 135M	Mobile Application Programming for Android	4
MM 253	Intermediate Modeling and Texturing	3			
MM 254	Character Rigging and Animation	3	CIS 233J	Java Programming II	4
MM 256	Graphics for Multimedia II	4	CS 133G	Introduction to Computer Games	4
MM 258	Advanced Video Compositing	4	CS 140U	Introduction to UNIX	4
MM 259	Screenwriting/Preproduction	4	CS 233G	Game Programming	4
MM 260	Video Foundations	3	ENG 195	Film Studies: Film as Art	4
MM 261	Narrative Production	4	ENG 196	Film Studies: Directors	4
MM 262	Documentary Production	4	ENG 197	Film Studies: Contemporary Themes and Genres	4
MM 263	Cinematography/Lighting	4			
MM 264	Live Multi-camera Production I	4	GD 114	Introductory Typography	3
MM 265	Live Multi-camera Production II	4	GD 120	Graphic Design I	3
MM 266	Post-Production: Color Correction	4	GD 122	Graphic Design 2	3
MM 267	Visual Effects Lab	4	GD 124	Graphic Design 3	3
MM 268	Producing and Directing Independent Film	4	GD 221	Graphic Design 4	3
			GD 222	Graphic Design 5	3
MM 270	Writing for Multimedia	3	GD 228	Professional Graphic Design Practices	3
MM 271	Interactive Storytelling	4	GD 229	Portfolio Preparation	3
MM 273	Immersive Tech: Unity III	4	GD 242	Combined Graphic Programs	3
MM 275	Music Video Production	4	GD 249	Design Studio	3
MM 278	Game Physics	4	J 102	Introduction to Information Gathering	4
MM 279	Accessibility and Equity in Digital Development	4	J 103	Introduction to Media Writing	4
			J 201	Mass Communication and Society	4
MM 280	Cooperative Work Experience in Multimedia	1-3	J 204	Visual Communication for Media	4
			MUC 200A	Composition I: Principles and Techniques	3
MM 284	Portfolio Development	3			
UAS 100	Career Explorations and Intro to Unoccupied Aircraft Systems	1	MUC 200B	Composition II: Electronic Music Composition	3
UAS 101	UAS Pilot Test Prep	2	MUC 200C	Composition III: Multimedia & Multichannel Channel Comp	3
UAS 102	UAS Flight Operations	2			

MULTIMEDIA SUPPORT ELECTIVES

Code	Title	Credits			
ARCH 126	Introduction to AutoCAD	3	MUC 201	Analog Modular Synthesis	3
ARCH 127		3	MUC 223	Recording Technology I: Analog Fundamentals	3
ARCH 136	Intermediate AutoCAD	3	MUC 224	Recording Technology II: Signal Processing & Tracking	3
ART 103	Understanding New Media Arts	4	MUC 225	Recording Technology III: Running a Studio	3
ART 115	Basic Design: 2D Foundations	4	MUC 236	Studio Recording Technology IV	3
ART 116	Basic Design: Color Foundations	4	MUC 237	Studio Recording Technology V	3
ART 117	Basic Design: 3D Foundations	4	MUC 238	Studio Recording Technology VI	3
ART 119	Basic Design: 4D Foundations	4	MUC 270	Audio Programming I: Introduction to Max/MSP	4
ART 131A	Drawing I	4			
ART 140A	Introduction to Digital Photography	4	MUC 271	Audio Programming II: Intermediate Max/MSP	4
ART 214	History of Graphic Design	4	MUS 170	Music Technology: Beats and Basics	3
ART 240A	Photo II: Digital Photography	4	MUS 171	Music Technology: Record and Mix	3
ART 279A	Experimental Media: Making and Meaning	4	MUS 172	Music Technology: Record, Remix and DJ	3
ART 293A	Figure Sculpture	4	WR 227Z	Technical Writing (WR227=WR227Z) ^Z	4
BA 101	Introduction to Business	4	WR 243	Creative Writing - Script Writing	4
BA 131	Introduction to Business Technology	4			

WR 247	Advanced Creative Writing - Scriptwriting	4
Total Credits		224

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This course is part of Oregon Common Course Numbering. The following courses are equivalent:
WR 227 and WR 227Z

MULTIMEDIA: CAREER PATHWAY CERTIFICATE

Minimum 20 credits. Students must meet all certificate requirements.

MULTIMEDIA COURSES

Code	Title	Credits
MM 110	Introduction to Multimedia	1
MM 120	Multimedia Design	2
MM 130	Multimedia Graphic Video and Audio Production	3
MM 140	Multimedia Authoring I	3
MM 150	Multimedia Project Review, Testing and Delivery	1
MM 160	Marketing Yourself as a Multimedia Professional	2
MM 230	Graphics for Multimedia	4
MM 235	Video Editing	4
Total Credits		20