The Digital Arts course will focus on using a digital camera and practical application of digital imaging programs. The purpose of this course is to provide students with an introduction to visualization graphics programming on personal computers. Students will learn how to place images in photos and how to mock up drawings of three-dimensional spaces. This course gives a glimpse into the real-world applications of computer science.

**TOPIC OUTLINE**

1. Introduction to Digital Arts
2. Why Do We Study Digital Art?
3. Digital Art as Mass Communication
4. Citizens Media
5. What is Digital Photography?
6. How the Digital Camera Works
7. Shooting Technique
8. Types of Photography
9. Digital Image Editing
10. Digital Image Editing Software
11. Photoshop Express
12. Show and Tell
13. Audio Recording and Playback
14. Analog vs. Digital Audio
15. Digital Audio Editing
16. 2D Animation
17. 3D Animation
18. 3D Animation: More Than Entertainment
19. Digital SFX for Film and Video
20. Digital Video Revolution
21. Digital Cinematography
22. Post Production
23. What's Next?
24. Web Basics
25. Introduction to Web Design
26. Websites: Mixing Light Entertainment with Income Generation
27. Digital Gaming: A Brief History
28. Gaming Today
29. Online Gaming
30. Virtual Reality: Practical Applications
31. Virtual Reality: Cutting Edge
32. The Future of Digital Arts

University of Miami Global Academy reserves the right to revise the course outline as needed throughout the duration of the course.