

The purpose of the Digital Media Arts (DMA) Advanced Certificate expands on the minimum requirements for the DMA Entry Level Certificate by adding important theoretic and practical foundation art courses that prepare the student for securing employment while providing necessary transfer credits required to pursue an AA, AFA, BA and/or BFA degree in a myriad of art fields. Students who pursue the advanced certificate will practice with both traditional and digital media that include 2D and 3D design foundations and color theory, develop the necessary drawing skills to succeed and have the opportunity to expand their knowledge with courses in Graphic Design, Life Drawing, Painting, Photography and/or Sculpture. The advanced degree course options are the only classes in the DMA curriculum that are transferable for students seeking advanced degrees in: Communication Arts, Graphic Design, Photography, Illustration, Animation, Drawing, Painting, Printmaking and Sculpture.

### **Work and Employment**

The DMA Advanced Certificate will strengthen the students' ability to secure employment by broadening their theoretical knowledge and deepen their practice with a variety of materials, tools and techniques.

### **Special Considerations**

To obtain employment in this area, most individuals will be required to possess good computer skills, which include typing skills.

### **Program Contacts at Sauk Valley Community College**

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- Glenn Bodish, Associate Professor of Art, 815-835-6250
- Academic Advising, 815-835-6354

## **Total Hours Required - 30 Hours**

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### **Major Field Requirements - 27 Hours**

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- ART 101 - 2-D Design Foundations (3 Semester Hours)
- ART 102 - 3-D Design Foundations (3 Semester Hours)
- ART 103 - Digital Photography (3 Semester Hours)

#### **OR**

- ART 225 - Photography I (3 Semester Hours)
- ART 105 - Motion Graphics & Animation (3 Semester Hours)
- ART 107 - Digital Drawing (3 Semester Hours)
- ART 113 - Basic Drawing I (3 Semester Hours)
- ART 230 - Graphic Design (3 Semester Hours)
- ART 236 - Video Production (3 Semester Hours)
- ART 238 - Interactive Media (3 Semester Hours)

### **Electives - 3 Hours**

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Students must complete 3 credit hours from the following list of courses:

- ART 203 - Oil Painting I (3 Semester Hours)
- ART 213 - Life Drawing I (3 Semester Hours)
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ART 225 - Photography I (3 Semester Hours)

- ART 250 - Sculpture I (3 Semester Hours)
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ART 299 - Topics/Projects in Studio Art (1-3 Semester Hours)

## Suggested Program Suggested Course Sequence

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### Fall - 15 Hours

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- ART 101 - 2-D Design Foundations (3 Semester Hours)
- ART 103 - Digital Photography (3 Semester Hours)

**OR**

- ART 225 - Photography I (3 Semester Hours)
- ART 107 - Digital Drawing (3 Semester Hours)
- ART 113 - Basic Drawing I (3 Semester Hours)
- ART 230 - Graphic Design (3 Semester Hours)

### Spring - 15 Hours

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- ART LAB-Based electives (3 Semester hours)
- ART 102 - 3-D Design Foundations (3 Semester Hours)
- ART 105 - Motion Graphics & Animation (3 Semester Hours)
- ART 236 - Video Production (3 Semester Hours)
- ART 238 - Interactive Media (3 Semester Hours)

### Footnotes

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- \*ART 225 can be taken as a Lab-Based elective only if not chosen as an option for the core courses.
- \*\*Although students may take up to 9 hours of ART 299, only 3 hours can be counted toward this certificate.