



Undergraduate Minor in **Digital Media**

With the current revolution in computational technology, manipulation of digital media has emerged as an essential skill for design inquiry, alongside traditional methods of building models and drawing sketches. To familiarize students majoring in one of the degree programs in the College of Design with the use of digital media in the design process, the College of Design offers an undergraduate Minor in Digital Media.

The minor covers the knowledge and techniques for applying digital representations to generate designs and art. The body of knowledge specializes in the fields of art, design, and planning, and includes studies on various media for 2D drawing, 3D modeling, rendering, animation, video processing, prototyping, photography, computer gaming, Web design, geographic information systems, human-computer interactions, stereoscopic image creation, and virtual environments. Because of the diversity, this minor is a multidisciplinary program across the departments at the College of Design.

The Minor requires at least 15 credits. Of the fifteen credits, 6 credits must be taken at Iowa State University in courses numbered 300 or above. The minor must include at least 9 credits that are not used to meet any other department, college, or university requirement; and at least 3 credits from the listed courses numbered 200.

Students seeking a minor must:

- Discuss their interest in the minor with their academic advisor
- Choose courses from the selected courses listing
- Fill out a university “Request for Minor” form which must be signed by the student, the student’s advisor, the Design Studies Program Coordinator, and the dean of the student’s college of major. It is recommended that this form be completed at least one semester prior to graduation.

Undergraduate Minor in **Digital Media**

Course Listing

Architecture

***Arch 230**, 2-3 cr.
Design Communications I

****Arch 232**, 2 cr.
Design Communications II

Arch 334, 3 cr.
Computer Applications in Architecture

Arch 434, 3 cr.
Computer-aided Architecture and Environmental Design

Arch 436/536, 3 cr.
Advanced Design Media

Arch 437, 3 cr.
Architectural Photography (prereq: Arch 202)

Arch 528g, 3 cr.
Rapid Prototyping

Arch 528g (sec 2), 3 cr.
Advanced 3D Lighting and Rendering

Arch 534, 3 cr.
Advanced Computer-aided Architectural Design

Art and Design

Art 407/507: 3 cr.
Advanced Animation (prereq: ArtIS 308)

ArtIS 308: 3 cr.
Modeling, Rendering and Virtual Photography (prereq: Art 230)

ArtIS 227: 3 cr.
Introduction to Digital Photography

ArtIS 408/508: 3 cr.
Advanced Projects in Computer and Multi-Media (prereq: ArtIS 407)

ArtIS 409/509: 3 cr.
Computer and Video Game Design and Development (Permission of Instructor)

ArtGr 275: 2 cr.
Graphic Technology I (prereq: ArtGr270)

ArtGr 276: 2 cr.
Graphic Technology II (prereq: ArtGr 275)

ArtGr 473/573: 2 cr.
Time Based Multi-Media (prereq: ArtGr 271)

ArtGr 478/578: 2 cr.
Web Design for E-Commerce/Graphic Applications (prereq: ArtGr 371)

ArtGr 484G: 2cr
Multimedia (prereq: permission of instructor)

ArtID 263: 3 cr.
Graphic Communication for Interior Design (prereq: ArtID 261)

ArtID 464C: 3 cr.
Selected Studies in Interior Design

Community and Regional Planning

CRP 451: 3 cr.
Introduction to Geographic Information Systems

CRP 452: 3 cr.
Geographic Data Management and Planning Analysis (prereq: 451)

CRP 553x: 3 cr.
Community VIZ

Landscape Architecture

LA 211x: 3 cr.
Digital Design Exploration

LA 567: 3 cr.
Advanced GIS Landscape Modeling

*Arch 230 offered only for 2 credits prior to Fall 2005 and will only be offered for 3 credits beginning Fall 2005.

**Arch 232 will no longer be offered beginning Fall 2005

