



Welcome to Digital Design

The DSU Computer and Information Technology 4-Year Degree program offers an emphasis in Digital Design (DES). The DES emphasis is for students interested in graphic arts, graphic design, desktop publishing, computer illustration, computer graphics, multimedia development, and digital video development.

Below you will find descriptions of each of these fields as well as many of the job requirements employers are requesting. Additionally, you will find DSU course listings next to the job requirements. These course listings correspond to specific courses that teach the skills employers seek. Please take the time to browse through these careers and course offerings below. We also invite you to come in and test drive the latest in computer hardware and software and explore your own creative and technical abilities while you learn with us at Dixie State University's Digital Design program.

Graphic Design

The practice or profession of designing print or electronic forms of visual information, as for an advertisement, CD, publication, or website. The Digital Design courses that teach graphic design include:

- [DES 1300 Communication Design](#)
- [DES 2500 Computer Illustration](#)
- [DES 2600 Creative Imaging](#)
- [DES 2710 Typography](#)
- [DES 2800 Digital Publishing](#)
- [DES 3710 Advanced Typography](#)
- [DES 3750 Graphic Design History](#)
- [DES 3780 Prepress and Print Production](#)
- [DES 3800 Corporate Identity](#)
- [DES 4650 Publication Design](#)
- [DES 4750 Package Design](#)

Job requirements include:

- 4 year degree in a design related field (graphic design, visual technologies, desktop publishing, graphic arts, etc.)
 - experience in the design field – show portfolio of design work
 - Proficiency in Adobe Photoshop (DES2600), Illustrator (DES1300, DES2500), Web design and development (WEB1400, WEB3000), typography (DES2710), and interaction design UI/UX (WEB3100).
 - Networking skills
 - Macintosh and PC skills
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Multimedia Development

Multimedia is the combined use of media, such as text, graphics, video, sound for education or entertainment.

The end products of multimedia development include movies, music, DVDs, CD-ROMs, radio, print, television, and the Internet. The Visual Technologies courses that teach multimedia development include:

- [WEB 3000 Internet Publishing and Design](#)
- [WEB 3100 Interaction Design](#)
- [DES 3300 Digital Video Editing](#)
- [DES 3600 3-D Computer Graphics](#)
- [DES 4100 Advanced Multimedia Development](#)

Job requirements include:

- 4 year degree in a multimedia related field (graphic design, visual technologies, desktop publishing, graphic arts, etc.)
 - experience in the multimedia field - show portfolio of design work
 - Proficiency in Adobe Photoshop (DES2600), Illustrator (DES1300, DES2500), Web design and development (WEB1400, WEB3000), and interaction design UI/UX (WEB3100), dynamic databases (DES 4000 and WEB3100), Javascript (DES4010), Actionscript - (WEB3100), Final Cut Pro HD (DES3300), DVD Studio (WEB3100), Quicktime (DES3300), and 3-D - Lightwave, Maya, 3-D Studio Max, Strata3D (DES3600) .
 - Networking skills
 - Macintosh and PC skills
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Digital Video

Digital video developers plan, script, capture, produce, manage, and edit digital video projects for CD, DVD, and the Web. The Visual Technologies courses that teach digital video skills include:

- [WEB 3100 Interaction Design](#)
- [DES 3300 Digital Video Editing](#)
- [DES 3600 3-D Computer Graphics](#)
- [DES 4100 Advanced Multimedia Development](#)

Job requirements include:

- 4 year degree in a IT or related field (graphic design, visual technologies, graphic arts, etc.)
- experience in the digital video field - show portfolio of design work
- Proficiency in Adobe Photoshop (DES2600), Illustrator (DES1300, DES2500), and interaction design UI/UX (WEB3100), Final Cut Pro HD (DES 3300), DVD Studio (WEB3100), Quicktime (DES3300), and 3-D - Lightwave, Maya, 3-D Studio Max, Strata3D (DES3600) .
- Networking skills
- Macintosh and PC skills