Multimedia

Ideas become reality in the Multimedia Department. Students learn the theory and practice of how a single premise is developed into a creative concept and practically applied across multiple mediums: the Internet, graphic design, digital cinema, immersive experiences, animation and digital games. We create a supportive and engaging environment where storytelling and commerce, art and computer science, cultural analysis and animation, students and faculty collaborate to produce exciting new works in dynamic media.

California Lutheran University's Core-21 grounds the student in the liberal arts. The multimedia core courses and classes drawn from the entire University curriculum enhance that foundation. These include classes in art, theater, music, communication, business, computer science and education.

The multimedia major leads to a bachelor of arts degree in one of these concentrated areas:

- Internet
- Graphic Design for Multimedia
- Digital Cinema for Multimedia
- Digital Games
- Visual Effects
- 3D Animation

Each student acquires a fundamental creative, technical and administrative competency across these disciplines. They invent and develop ideas into concepts, characters and stories. They acquire cross platform computer skills and in depth knowledge of software applications. They also learn essential interpersonal skills and a collaborative attitude to function well in a professional, team oriented business environment.

Moving beyond media literacy, our students understand the theories and processes behind media production and learn the tools and techniques to create and develop entire media franchises. Fulfilling the university mission of cultivating creative global citizens, they have the potential to become the next generation of global entrepreneurs: inventive, passionate, ethical and a stimulating force for good in the world.

This program allows students to experience success by achieving excellence. This is sound preparation for careers in a broad range of media fields including:

- animation
- concept design
- computer games
- creative development
- digital cinema
- directing
- e-commerce, gaming
- high definition (HD) and interactive television production
- project management
- Web development
- visual effects

The degree also serves as a springboard for advanced degrees in their fields.

Bachelor of Arts in Multimedia

62 credits minimum, 36 credits upper division.

All multimedia majors must declare an emphasis from the following:

Graphic Design/Print

MULT 100	Introduction to Multimedia	4
MULT 202	Media Theory, History and Creative Dev	4
MULT 204	Intermediate Multimedia	4
MULT 300	Advanced Multimedia I	4
MULT 301	Advanced Multimedia II	4
MULT 350A	Professional Internship	4
MULT 350B	Professional Internship	4

MULT 475	Capstone A	4
MULT 476	Capstone B	4
MULT 140	Multimedia Community	1
MULT 141	Multimedia Community	1
MULT 240	Multimedia Community	1
MULT 241	Multimedia Community	1
MULT 340	Multimedia Community	1
MULT 341	Multimedia Community	1
MULT 440	Multimedia Community	1
MULT 441	Multimedia Community	1
Select two of the following:		2
MULT 302	2D Animation: Tools and Techniques	
MULT 312	Flash/Action Scripting: Tools and Techniques	
MULT 313	Advanced Programming for Game Development	
MULT 318	Digital Sound: Tools and Techniques	
Select two of the following:		6
ART 280	Design	
ART 236	Digital Photography	
ART 435	Advanced Photography	
Required Courses:		
ART 380	Computer Graphics	3
ART 480	Advanced Computer Graphics	3
MULT 463	Graphic Design Multimedia Integration	4
Total Hours		62

Interactivity, Web & Mobile Devices

MULT 100	Introduction to Multimedia	4
MULT 202	Media Theory, History and Creative Dev	4
MULT 204	Intermediate Multimedia	4
MULT 300	Advanced Multimedia I	4
MULT 301	Advanced Multimedia II	4
MULT 350A	Professional Internship	4
MULT 350B	Professional Internship	4
MULT 475	Capstone A	4
MULT 476	Capstone B	4
MULT 140	Multimedia Community	1
MULT 141	Multimedia Community	1
MULT 240	Multimedia Community	1
MULT 241	Multimedia Community	1
MULT 340	Multimedia Community	1
MULT 341	Multimedia Community	1
MULT 440	Multimedia Community	1
MULT 441	Multimedia Community	1
Select two of the following:		2
MULT 302	2D Animation: Tools and Techniques	
MULT 312	Flash/Action Scripting: Tools and Techniques	
MULT 313	Advanced Programming for Game Development	
MULT 318	Digital Sound: Tools and Techniques	
Select three of the following:		9
ART 236	Digital Photography	
MULT 463	Graphic Design Multimedia Integration	
MUS 200	Introduction to Music Production	
MUS 300	Studio Recording I	

CSC 110	Concepts of Programming	
CSC 210	Introduction to Computer Programming	
CSC 220	Advanced Computer Programming	
CSC 321	Computer Organization and Architecture	
CSC 344	Web Design	
CSC 370	Multimedia Technology	
Required Courses:		
ART 380	Computer Graphics	3
MULT 336	Developing Internet Content I	4
Total Hours		62

High Definition Digital Cinema for Multimedia

MULT 100	Introduction to Multimedia	4
MULT 202	Media Theory, History and Creative Dev	4
MULT 204	Intermediate Multimedia	4
MULT 300	Advanced Multimedia I	4
MULT 301	Advanced Multimedia II	4
MULT 350A	Professional Internship	4
MULT 350B	Professional Internship	4
MULT 475	Capstone A	4
MULT 476	Capstone B	4
MULT 140	Multimedia Community	1
MULT 141	Multimedia Community	1
MULT 240	Multimedia Community	1
MULT 241	Multimedia Community	1
MULT 340	Multimedia Community	1
MULT 341	Multimedia Community	1
MULT 440	Multimedia Community	1
MULT 441	Multimedia Community	1
Select one of the following:		
MULT 302	2D Animation: Tools and Techniques	
MULT 312	Flash/Action Scripting: Tools and Techniques	
MULT 313	Advanced Programming for Game Development	
MULT 318	Digital Sound: Tools and Techniques	
COMM 307	Screenwriting	
TA 131	Beginning Acting	
TA 367	Light/Sound Design for Stage and Media	
TA 368	Scenic Design for Stage and Media	
TA 475	Directing I	
MUS 200	Introduction to Music Production	
MUS 300	Studio Recording I	
MUS 400	Studio Recording II	
Required Courses:		
ART 380	Computer Graphics	3
MULT 470	High Definition Digital Cinema I for Multimedia	4
MULT 471	High Definition Digital Cinema II for Multimedia	4
COMM 208	Beginning Cinema Production	4
COMM 309	Advanced Cinema Production	4
Total Hours		63

Visual Effects, Motion Graphics, & Animation

MULT 100	Introduction to Multimedia	4
MULT 202	Media Theory, History and Creative Dev	4

MULT 204	Intermediate Multimedia	4
MULT 300	Advanced Multimedia I	4
MULT 301	Advanced Multimedia II	4
MULT 350A	Professional Internship	4
MULT 350B	Professional Internship	4
MULT 475	Capstone A	4
MULT 476	Capstone B	4
MULT 140	Multimedia Community	1
MULT 141	Multimedia Community	1
MULT 240	Multimedia Community	1
MULT 241	Multimedia Community	1
MULT 340	Multimedia Community	1
MULT 341	Multimedia Community	1
MULT 440	Multimedia Community	1
MULT 441	Multimedia Community	1
Select two of the following:		2
MULT 302	2D Animation: Tools and Techniques	
MULT 312	Flash/Action Scripting: Tools and Techniques	
MULT 313	Advanced Programming for Game Development	
MULT 318	Digital Sound: Tools and Techniques	
Select three of the following:		9
ART 165	Life Drawing	
ART 320	Sculpture	
ART 480	Advanced Computer Graphics	
MULT 465	Maxon Cinema 4D 3D Animation	
MULT 490	Independent Study	
MUS 200	Introduction to Music Production	
MUS 300	Studio Recording I	
Required Courses:		
ART 380	Computer Graphics	3
MULT 358	Visual Effects, Motion Graphics & Animation	4
Total Hours		62

Digital Gaming

MULT 100	Introduction to Multimedia	4
MULT 202	Media Theory, History and Creative Dev	4
MULT 204	Intermediate Multimedia	4
MULT 300	Advanced Multimedia I	4
MULT 301	Advanced Multimedia II	4
MULT 350A	Professional Internship	4
MULT 350B	Professional Internship	4
MULT 475	Capstone A	4
MULT 476	Capstone B	4
MULT 140	Multimedia Community	1
MULT 141	Multimedia Community	1
MULT 240	Multimedia Community	1
MULT 241	Multimedia Community	1
MULT 340	Multimedia Community	1
MULT 341	Multimedia Community	1
MULT 440	Multimedia Community	1
MULT 441	Multimedia Community	1
Select two of the following:		2
MULT 302	2D Animation: Tools and Techniques	

MULT 312	Flash/Action Scripting: Tools and Techniques	
MULT 313	Advanced Programming for Game Development	
MULT 318	Digital Sound: Tools and Techniques	
Select three of the following:		9
ART 480	Advanced Computer Graphics	
MULT 313	Advanced Programming for Game Development	
MULT 358	Visual Effects, Motion Graphics & Animation	
MULT 490	Independent Study	
CSC 110	Concepts of Programming	
CSC 210	Introduction to Computer Programming	
CSC 321	Computer Organization and Architecture	
CSC 370	Multimedia Technology	
MUS 200	Introduction to Music Production	
MUS 300	Studio Recording I	
TA 131	Beginning Acting	
Required Courses:		
ART 380	Computer Graphics	3
MULT 465	Maxon Cinema 4D 3D Animation	4
Total Hours		62

Minor in Multimedia

24 Credits minimum, 12 upper division credits.

MULT 100	Introduction to Multimedia	4
MULT 202	Media Theory, History and Creative Dev	4
Select two of the following:		8
MULT 336	Developing Internet Content I	
MULT 358	Visual Effects, Motion Graphics & Animation	
MULT 462	Digital Illustration	
MULT 463	Graphic Design Multimedia Integration	
MULT 465	Maxon Cinema 4D 3D Animation	
MULT 470	High Definition Digital Cinema I for Multimedia	
MULT 471	High Definition Digital Cinema II for Multimedia	
Technical or Supportive Course		4
Select four of the following:		4
MULT 140	Multimedia Community	
MULT 141	Multimedia Community	
MULT 240	Multimedia Community	
MULT 241	Multimedia Community	
MULT 340	Multimedia Community	
MULT 341	Multimedia Community	
MULT 440	Multimedia Community	
MULT 441	Multimedia Community	
Total Hours		24

Courses

Lower Division

MULT 100. Introduction to Multimedia. (4).
Introduces students to the concept of multimedia and presents the latest developments in the field. Designed as the gateway to the major, the course will model in simplified form the way the major will function. Students will be introduced to basic skill competencies - both computer and non-computer - necessary for the major. General concepts relating to multimedia will be introduced including social, ethical and legal issues, among others. Collaborative work and group exercises will develop creative and nonlinear thinking, team building, and written and oral communication skills. Guest lecturers and workshop leaders will discuss and demonstrate the state of the current technology. Small multimedia projects will focus students on creating real-world products.

MULT 140/141. Multimedia Community. (1,1).
Hosted by the multimedia program, the Multimedia Community is a weekly series of one-hour sessions that include workshops, seminars, panel discussions, roundtables on internship experiences and client interaction, and other forms of presentations given by students, faculty and guest speakers. Many of the seminars and panel discussions focusing on the global connections of multimedia are open to the general campus community. The Multimedia Community's objective is to present technical, design, business, employment, legal and social issues that affect multimedia and other disciplines. Enrollment and attendance is mandatory for all prospective and declared majors and minors.

MULT 202. Media Theory, History and Creative Dev. (4).
A basic understanding of media theory, history and creative development provides the conceptual and practical foundation upon which all media products are created and built. This course is designed to be a vital, exciting, stimulating and relevant body of knowledge that will broaden the student's awareness of the multiplicity of the design process, enable the student to discover, activate and articulate their personal sources of inspiration and creativity, and ground them in a higher level of self confidence in their own artistic voice. A substantial number of oral presentations that require creative, critical thinking, and performance skills are required in this course.

MULT 204. Intermediate Multimedia. (4).
Intermediate multimedia enhances the student designer's skill sets by demonstrating how to translate a concept presentation into professional project documentation that clearly articulates their design goals and objectives. This writing intensive class integrates both visual and verbal communication through the preparation of story summaries, character development, branding logo and identity design, storyboarding, HDTV and digital cinema script treatment, event concepts, and game design. This is the second section of a three-part multimedia design and production model that includes the creative, technical and administrative aspects.

MULT 240/241. Multimedia Community. (1,1).
Hosted by the multimedia program, the Multimedia Community is a weekly series of one-hour sessions that include workshops, seminars, panel discussions, roundtables on internship experiences and client interaction, and other forms of presentations given by students, faculty and guest speakers. Many of the seminars and panel discussions focusing on the global connections of multimedia are open to the general campus community. The Multimedia Community's objective is to present technical, design, business, employment, legal and social issues that affect multimedia and other disciplines. Enrollment and attendance is mandatory for all prospective and declared majors and minors.

MULT 282. Selected Topic. (1-4).

Upper Division

MULT 300. Advanced Multimedia I. (4).
Concentrates on developing each student's specialty in multimedia as well as assessing higher levels of skill and knowledge competency. Team projects focus on broader uses of more advanced multimedia technology. Emphasis is placed on user interface, advanced communication skills and content development.

MULT 301. Advanced Multimedia II. (4).
Continuation of MULT 300.

MULT 302. 2D Animation: Tools and Techniques. (1).
The subject matter of each course determines the number and length of its class sessions. Taught by CLU faculty and industry guest instructors, these hands-on classes offer students opportunities to develop technical skills in using up-to-date, industry-standard tools.

MULT 312. Flash/Action Scripting: Tools and Techniques. (1).
The subject matter of this course determines the number and length of its class sessions. Taught by CLU faculty and industry guest instructors, these hands-on classes offer students opportunities to develop technical skills in using up-to-date, industry-standard tools.

MULT 313. Advanced Programming for Game Development. (1).
The subject matter of this course determines the number and length of its class sessions. Taught by CLU faculty and industry guest instructors, these hands-on classes offer students opportunities to develop technical skills in using up-to-date, industry-standard tools.

MULT 318. Digital Sound: Tools and Techniques. (1).
The subject matter of this course determines the number and length of its class sessions. Taught by CLU faculty and industry guest instructors, these hands-on classes offer students opportunities to develop technical skills in using up-to-date, industry-standard tools.

MULT 336. Developing Internet Content I. (4).
This class concentrates on the design and implementation of high level concept and database driven websites using interdisciplinary teams across creative, technical and production skill sets. First semester concentrates on client side development and implementation. Second semester concentrates on server side development and implementation.

MULT 340/341. Multimedia Community. (1,1).
Hosted by the multimedia program, the Multimedia Community is a weekly series of one-hour sessions that include workshops, seminars, panel discussions, roundtables on internship experiences and client interaction, and other forms of presentations given by students, faculty and guest speakers. Many of the seminars and panel discussions focusing on the global connections of multimedia are open to the general campus community. The Multimedia Community's objective is to present technical, design, business, employment, legal and social issues that affect multimedia and other disciplines. Enrollment and attendance is mandatory for all prospective and declared majors and minors.

MULT 350A/350B. Professional Internship. (4,4).
Internships are arranged with companies producing or specializing in multimedia-related materials. Each student applies, if possible, for an internship with a company that most closely fits with his or her special area of interest. A significant journal and work portfolio will be assessed at the end of the internship.

MULT 358. Visual Effects, Motion Graphics & Animation. (4).
This class concentrates on professional visual effects, motion graphics and 3D animation techniques for High Definition Television and Digital Cinema. Grounded in the creative appraisal and technical analysis of script and production requirements students will learn entertainment industry skills such as asset management, script breakdown, plate production, blue/green screen compositing, title and type animation, and basic character animation and staging. Prerequisites: portfolio review or lab tutorials in After Effects and Photoshop, MULT 100, MULT 202, or permission of instructor or department chairperson.

MULT 440/441. Multimedia Community. (1,1).
Hosted by the multimedia program, the Multimedia Community is a weekly series of one-hour sessions that include workshops, seminars, panel discussions, roundtables on internship experiences and client interaction, and other forms of presentations given by students, faculty and guest speakers. Many of the seminars and panel discussions focusing on the global connections of multimedia are open to the general campus community. The Multimedia Community's objective is to present technical, design, business, employment, legal and social issues that affect multimedia and other disciplines. Enrollment and attendance is mandatory for all prospective and declared majors and minors.

MULT 462. Digital Illustration. (4).
In this class the creative application of Adobe Illustrator for commercial and fine art expression is realized. Course includes overview of illustration process including discussion of traditional versus digital techniques, developing concepts, working from sketches, digitizing artwork, learning digital tools, and printing finished works.

MULT 463. Graphic Design Multimedia Integration. (4).
This class focuses on the principles of design and how they are applied across multiple mediums: Print, Internet, High Definition Television and Digital Cinema. Common elements such as concept, composition, color, and typography are explored as well as the specific aesthetic and technical differences and requirements of each medium. Prerequisites: portfolio review, ART 280, MULT 100, or permission of instructor or department chair.

MULT 465. Maxon Cinema 4D 3D Animation. (4).
This class focuses on the principles of 3D animation and how they are applied across multiple media: Print, Internet, HD Television, Digital Cinema and Digital Gaming. Topics include construction of models, 3D space, composition, color, keyframe animation, visual effects and motion capture, as well as the specific aesthetic and technical requirements of the industry. Prerequisites: MULT 100, ART 280, ART 380, or permission of the instructor or department chair.

MULT 470. High Definition Digital Cinema I for Multimedia. (4).
Modeled after major studio and production company project workflows this two semester, hands-on, time intensive class concentrates on developing new dramatic, experimental, reality-documentary work from concept to pre-visualization, script, dailies, visual effects, audio design to edited short movie. Major use of the Internet for project management, research and development, production and distribution is emphasized.

MULT 471. High Definition Digital Cinema II for Multimedia. (4).
Modeled after major studio and production company project workflows this two semester, hand-on, time intensive class concentrates on the post production process for dramatic, experimental, reality documentary work from dailies, visual effects, color correction, audio design to edited short. Major use of the Internet for project management, research and development, post-production and distribution is emphasized.

MULT 475. Capstone A. (4).
The capstone course maintains and expands on the work done in previous classes. The capstone experience will also involve the yearlong development of contracted multimedia projects. The projects involve students in intense research and application of all that they have learned in the major, culminating in the delivery of an acceptable professional product and portfolio.

MULT 476. Capstone B. (4).
Continuation of MULT 475.

MULT 482. Selected Topics. (1-4).

MULT 490. Independent Study. (1-4).

MULT 492. Internship. (1-4).

MULT 497/498. Departmental Honors. (4,4).