

BACHELOR OF SCIENCE IN MULTIMEDIA ARTS AND SCIENCES

(Curriculum applicable to students who entered as freshmen beginning academic year 2015-2016)

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
1	1	ENG10	ENGLISH FOR ACADEMIC PURPOSES 1	4.5	-	3.0			SLHS
		MAS10	ART HISTORY	4.5	-	3.0			MVA
		MAS101-1	INTRODUCTION TO MULTIMEDIA ARTS AND SCIENCES	4.5	-	3.0			MVA
		MAS102S	GRAPHICS 1	-	4.5	1.0			MVA
		MAS103S	VISUAL TECHNIQUES 1	-	9.0	2.0			MVA
		NSTP1	NATIONAL SERVICE TRAINING PROGRAM 1	-	4.5	(1.5)			SOCIP
		PE11-1	PHYSICAL EDUCATION 1 (PHYSICAL FITNESS AND GROUP GAMES)	-	3.0	(2.0)			ATHLETICS
			Total	13.5	21.0	12.0			

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
1	2	ENG11	ENGLISH FOR ACADEMIC PURPOSES 2	4.5	-	3.0	ENG10		SLHS
		FIL10	FILIPINO 1	4.5	-	3.0			SLHS
		MAS104S	GRAPHICS 2	-	4.5	1.0	MAS102S		MVA
		MAS105S	VISUAL TECHNIQUES 2	-	9.0	2.0	MAS103S		MVA
		MAS13	PHILIPPINE ART HISTORY	4.5	-	3.0	MAS10		MVA
		PSY10	GENERAL PSYCHOLOGY	4.5	-	3.0			SLHS
		NSTP2	NATIONAL SERVICE TRAINING PROGRAM 2	-	4.5	(1.5)	NSTP1		SOCIP
		PE12	PHYSICAL EDUCATION 2 (DANCE, MARTIAL ARTS AND BOARD GAMES)	-	3.0	(2.0)			ATHLETICS
			Total	18.0	21.0	15.0			

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
1	3	FIL11	FILIPINO 2	4.5	-	3.0			SLHS
		MAS106S	VISUAL TECHNIQUES 3	-	9.0	2.0	MAS105S		MVA
		MAS11	ART THEORY AND CRITICISM	4.5	-	3.0	MAS13		MVA
		MAS110P	FUNDAMENTALS OF DESIGN	3.0	4.5	3.0	MAS105S, MAS101-1	MAS106S	MVA
		MAS15	SURVEY OF COMMUNICATION THEORIES	4.5	-	3.0	ENG11		MVA
		NSTP3	NATIONAL SERVICE TRAINING PROGRAM 3	-	4.5	(1.5)	NSTP2		SOCIP
		PE13-2	PHYSICAL EDUCATION 3 (INDIVIDUAL / DUAL SPORTS)	-	3.0	(2.0)			ATHLETICS
			Total	16.5	21.0	14.0			

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
1	4	CAD20L	COMPUTER-AIDED DRAFTING (CAD)	-	4.5	1.0	MAS104S		MVA
		MAS107	CONCEPT DEVELOPMENT	4.5	-	3.0	MAS106S, MAS110P		MVA
		MAS125	SCRIPTWRITING	4.5	-	3.0	MAS15		MVA
		MAS135-1P	FUNDAMENTALS OF PHOTOGRAPHY	3.0	4.5	3.0	MAS110P		MVA
		MATH10-2	ALGEBRA	4.5	-	3.0			MATH
		MATH12-2	PLANE TRIGONOMETRY	4.5	-	3.0			MATH
		NSTP4	NATIONAL SERVICE TRAINING PROGRAM 4	-	4.5	(1.5)	NSTP3		SOCIP
		PE14	PHYSICAL EDUCATION 4 (TEAM SPORTS)	-	3.0	(2.0)			ATHLETICS
			Total	21.0	16.5	16.0			

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
2	1	MAS108P	CHARACTER DESIGN	3.0	4.5	3.0	MAS107		MVA
		MAS115P	BASIC GRAPHIC DESIGN	3.0	4.5	3.0	MAS107		MVA
		MAS119-1P	DIGITAL PHOTOGRAPHY	3.0	4.5	3.0	MAS135-1P		MVA
		MAS138-1P	FUNDAMENTALS OF DIGITAL VIDEO PRODUCTION	3.0	4.5	3.0	MAS107, MAS125, MAS135-1P		MVA
		SS11	SOCIOLOGY WITH POPULATION EDUCATION	4.5	-	3.0			SLHS
			Total	16.5	18.0	15.0			

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
2	2	HUM18	TECHNOLOGY IN THE ARTS	4.5	-	3.0			MVA
		MAS109L	VECTOR ART COMPOSITION	-	9.0	2.0	MAS115P		MVA
		MAS117-1L	BASIC 2D ANIMATION	-	9.0	2.0	MAS108P, MAS138-1P	MAS109L	MVA
		MAS154-1P	CINEMATOGRAPHY	3.0	4.5	3.0	MAS138-1P		MVA
		MATH13-2	SOLID MENSURATION	3.0	-	2.0	MATH12-2		MATH
		SS14	PHILIPPINE HISTORY	4.5	-	3.0			SLHS
			Total	15.0	22.5	15.0			

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
2	3	CS126-1	COMPUTER PROGRAMMING 1	3.0	-	2.0	MATH10-2		SOIT
		CS126-1L	COMPUTER PROGRAMMING LABORATORY 1	-	4.5	1.0	MATH10-2	CS126-1	SOIT
		MAS120-1L	3D MODELS AND IMAGES	-	9.0	2.0	MAS117-1L, MAS109L, CAD20L		MVA
		MAS139-1P	MOTION GRAPHICS AND SPECIAL EFFECTS FOR VIDEO	3.0	4.5	3.0	MAS154-1P, MAS109L		MVA
		PHY10-4	COLLEGE PHYSICS 1	3.0	-	2.0	MATH10-2		PHYSICS

	PHY10-4L	COLLEGE PHYSICS LABORATORY 1	-	4.5	1.0	MATH10-2	PHY10-4	PHYSICS
	SS12	GENERAL ECONOMICS WITH TAXATION AND ENTREPRENEURSHIP	4.5	-	3.0			SLHS
Total			13.5	22.5	14.0			

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
2	4	CS102-1L	WEB DESIGN PRINCIPLES	-	9.0	2.0	MAS109L		SOIT
		CS128-1	COMPUTER PROGRAMMING 2	4.5	-	3.0	CS126-1, CS126-1L		SOIT
		CS128-1L	COMPUTER PROGRAMMING LABORATORY 2	-	4.5	1.0	CS126-1, CS126-1L	CS128-1	SOIT
		MAS122-1L	BASIC 3D ANIMATION	-	9.0	2.0	MAS120-1L		MVA
		MAS129	COPYWRITING	4.5	-	3.0	MAS139-1P		MVA
		PHY11-4	COLLEGE PHYSICS 2	3.0	-	2.0	PHY10-4, PHY10-4L		PHYSICS
		PHY11-4L	COLLEGE PHYSICS LABORATORY 2	-	4.5	1.0	PHY10-4, PHY10-4L	PHY11-4	PHYSICS
			Total	12.0	27.0	14.0			

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
3	1	CS129-1	COMPUTER PROGRAMMING 3	4.5	-	3.0	CS128-1, CS128-1L		SOIT
		CS129-1L	COMPUTER PROGRAMMING LABORATORY 3	-	4.5	1.0	CS128-1, CS128-1L	CS129-1	SOIT
		MAS123P	WEB DESIGN AND USABILITY	3.0	4.5	3.0	CS102-1L, MAS109L		MVA
		MAS127-1	DOCUMENTARY FILM	4.5	-	3.0	MAS129		MVA
		MAS158-1L	3D DIGITAL CINEMATOGRAPHY	-	9.0	2.0	MAS122-1L		MVA
		MATH30-9	APPLIED STATISTICS	4.5	-	3.0	MATH10-2,3rd Year Standing		MATH
			Total	16.5	18.0	15.0			

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
3	2	CS121	GRAPHICAL USER INTERFACES	4.5	-	3.0	CS129-1, CS129-1L		SOIT
		CS121L	GRAPHICAL USER INTERFACES LABORATORY	-	4.5	1.0	CS129-1, CS129-1L	CS121	SOIT
		ENG12	ENGLISH FOR THE WORKPLACE 1	4.5	-	3.0	ENG11		SLHS
		MAS100	RESEARCH METHODS	3.0	-	2.0	MATH30-9,3rd Year Standing		MVA
		MAS134-1L	3D COMPOSITING AND RENDERING	-	9.0	2.0	MAS158-1L, MAS139-1P		MVA
		MAS145-1P	DESKTOP PUBLISHING SYSTEM	3.0	4.5	3.0	MAS129		MVA
			Total	15.0	18.0	14.0			

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
3	3	CS148	GAME PROGRAMMING	4.5	-	3.0	CS121		SOIT
		CS148L	GAME PROGRAMMING LABORATORY	-	4.5	1.0	CS121, CS121L	CS148	SOIT
		EMG110	INTRODUCTION TO PRINCIPLES OF MANAGEMENT	4.5	-	3.0	3rd Year Standing		IE-EMG
		MAS128P	INTERACTIVE DESIGN	3.0	4.5	3.0	MAS123P, CS121, CS121L		MVA
		MAS200L	THESIS 1	-	4.5	1.0	MAS100	MAS144P, MAS155P, MAS161P	MVA
			ELECTIVE 1	4.5	-	3.0			MVA
			Total	16.5	13.5	14.0			

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
3	4	EMG111	FUNDAMENTALS OF MARKETING	4.5	-	3.0	EMG110		IE-EMG
		ENG13	ENGLISH FOR THE WORKPLACE 2	4.5	-	3.0	ENG12		SLHS
		MAS130P	INTERACTIVE AUTHORING	3.0	4.5	3.0	MAS128P		MVA
		MAS200-1L	THESIS 2	-	4.5	1.0	MAS200L		MVA
		MAS70	LAWS AND ETHICS FOR MULTIMEDIA PRACTITIONERS	4.5	-	3.0	3rd Year Standing		MVA
			ELECTIVE 2	4.5	-	3.0	ELECTIVE 1		MVA
			Total	21.0	9.0	16.0			

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
4	1	MAS136	BUSINESS VENTURES IN MULTIMEDIA	4.5	-	3.0	EMG111		MVA
		MAS170P	MULTIMEDIA PRESENTATION	3.0	4.5	3.0	MAS128P, MAS129		MVA
		MAS171	PROJECT MANAGEMENT	4.5	-	3.0	EMG111		MVA
		MAS200-2L	THESIS 3	-	4.5	1.0	MAS200-1L		MVA
		RZL10	RIZAL'S WORKS & WRITINGS OF OTHER FILIPINO HEROES	4.5	-	3.0			SLHS
			ELECTIVE 3	4.5	-	3.0	ELECTIVE 2		MVA
			Total	21.0	9.0	16.0			

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
4	2	MAS132L	PORTFOLIO DEVELOPMENT AND EXHIBIT	-	4.5	1.0	For Graduating Students Only		MVA

	MAS133L	MULTIMEDIA SEMINARS	-	4.5	1.0	For Graduating Students Only		MVA
	MAS199R	ON THE JOB TRAINING	-	24.00	3.0	For Graduating Students Only		MVA
Total			0.0	33.0	5.0			

SPECIALIZATIONS : 9 UNITS

ANIMATION

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co- requisites	Caretaker
3	3	MAS161P	3D VISUAL EFFECTS DESIGN	3.0	4.5	3.0	MAS134-1L		MVA
3	4	MAS156-1P	DIGITAL SOUND PRODUCTION	3.0	4.5	3.0	MAS161P		MVA
4	1	MAS163P	ANIMATION PRODUCTION WORKSHOP	3.0	4.5	3.0	MAS156-1P		MVA
Total				9.0	13.5	9.0			

GRAPHIC DESIGN

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co- requisites	Caretaker
3	3	MAS144P	ADVERTISING CONCEPTS AND PRACTICES	3.0	4.5	3.0	MAS145-1P		MVA
3	4	MAS146P	PACKAGE AND INSTALLATION DESIGN	3.0	4.5	3.0	MAS144P		MVA
4	1	MAS147P	SPECIAL PROBLEMS AND APPLICATIONS IN GRAPHIC DESIGN	3.0	4.5	3.0	MAS146P		MVA
Total				9.0	13.5	9.0			

VIDEO

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co- requisites	Caretaker
3	3	MAS155P	VIDEO PRODUCTION PROCESSES	3.0	4.5	3.0	MAS127-1		MVA
3	4	MAS156P	DIGITAL SOUND PRODUCTION	3.0	4.5	3.0	MAS155P		MVA
4	1	MAS157P	DIGITAL VIDEO PRODUCTION WORKSHOP	3.0	4.5	3.0	MAS156P		MVA
Total				9.0	13.5	9.0			

Total Academic Units : 195.00

BACHELOR OF FINE ARTS IN DIGITAL CINEMA

(Curriculum applicable to students who entered as freshmen beginning academic year 2015-2016)

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
1	1	DC101	INTRODUCTION TO DIGITAL CINEMA	4.5	-	3.0			MVA
		DC135P	PHOTOGRAPHY	3.0	4.5	3.0			MVA
		ENG10	ENGLISH FOR ACADEMIC PURPOSES 1	4.5	-	3.0			SLHS
		MATH10-9	ALGEBRA WITH TRIGONOMETRY	4.5	-	3.0			MATH
		PSY10	GENERAL PSYCHOLOGY	4.5	-	3.0			SLHS
		NSTP1	NATIONAL SERVICE TRAINING PROGRAM 1	-	4.5	(1.5)			SOCIP
		PE11-1	PHYSICAL EDUCATION 1 (PHYSICAL FITNESS AND GROUP GAMES)	-	3.0	(2.0)			ATHLETICS
TOTAL			21.0	12.0	15.0				

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
1	2	DC10	BUSINESS MATH	4.5	-	3.0			MVA
		DC102	SHORT SCRIPT WORKSHOP	4.5	-	3.0	ENG10		MVA
		DC103	ACTING FOR NON-ACTORS	4.5	-	3.0			MVA
		ENG11	ENGLISH FOR ACADEMIC PURPOSES 2	4.5	-	3.0	ENG10		SLHS
		PHY10-5	PHYSICS 1 (LIGHT AND OPTICS)	3.0	-	2.0	MATH10-9		PHYSICS
		PHY10-5L	PHYSICS 1 LABORATORY (LIGHT AND OPTICS)	-	4.5	1.0	MATH10-9	PHY10-5	PHYSICS
		NSTP2	NATIONAL SERVICE TRAINING PROGRAM 2	-	4.5	(1.5)	NSTP1		SOCIP
		PE12	PHYSICAL EDUCATION 2 (DANCE, MARTIAL ARTS AND BOARD GAMES)	-	3.0	(2.0)			ATHLETICS
			TOTAL	21.0	12.0	15.0			

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
1	3	DC104	DIRECTING	4.5	-	3.0	DC103		MVA
		DC105P	CINEMATOGRAPHY AND LIGHTING	3.0	4.5	3.0	DC135P, PHY10-5, PHY10-5L		MVA
		DC106P	NON-LINEAR EDITING	3.0	4.5	3.0	DC102		MVA
		FIL10	FILIPINO 1	4.5	-	3.0			SLHS
		PHY11-5	PHYSICS 2 (SOUND AND ACOUSTICS)	3.0	-	2.0	PHY10-5, PHY10-5L		PHYSICS
		PHY11-5L	PHYSICS 2 LABORATORY (SOUND AND ACOUSTICS)	-	4.5	1.0	PHY10-5, PHY10-5L	PHY11-5	PHYSICS
		NSTP3	NATIONAL SERVICE TRAINING PROGRAM 3	-	4.5	(1.5)	NSTP2		SOCIP
		PE13-2	PHYSICAL EDUCATION 3 (INDIVIDUAL / DUAL SPORTS)	-	3.0	(2.0)			ATHLETICS
TOTAL			18.0	21.0	15.0				

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
1	4	DC107P	DIGITAL SOUND	3.0	4.5	3.0	DC106P, PHY11-5, PHY11-5L		MVA
		DC108	PRODUCTION DESIGN	4.5	-	3.0	DC104		MVA
		DC109P	MUSICAL SCORING	3.0	4.5	3.0	DC106P	DC107P	MVA
		DC110	FILM HISTORY AND APPRECIATION 1	4.5	-	3.0	DC101		MVA
		FIL11	FILIPINO 2	4.5	-	3.0			SLHS
		NSTP4	NATIONAL SERVICE TRAINING PROGRAM 4	-	4.5	(1.5)	NSTP3		SOCIP
		PE14	PHYSICAL EDUCATION 4 (TEAM SPORTS)	-	3.0	(2.0)			ATHLETICS
			TOTAL	19.5	16.5	15.0			

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
2	1	DC111	FILM HISTORY AND APPRECIATION 2	4.5	-	3.0	DC110		MVA
		DC112P	COMPUTER GRAPHICS AND EFFECTS	3.0	4.5	3.0	DC106P		MVA
		DC113	SCREENWRITING 1	4.5	-	3.0	DC102		MVA
		HUM18	TECHNOLOGY IN THE ARTS	4.5	-	3.0			MVA
		RZL10	RIZAL'S WORKS & WRITINGS OF OTHER FILIPINO HEROES	4.5	-	3.0			SLHS
			TOTAL	21.0	4.5	15.0			

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
2	2	DC11	PHILIPPINE LITERATURE	4.5	-	3.0			MVA
		DC114	SCREENWRITING 2	4.5	-	3.0	DC113		MVA
		DC115P	DIGITAL CINEMA PRODUCTION 1	3.0	4.5	3.0	DC107P, DC109P, DC113		MVA
		DC116	GENRE 1: DRAMA/BIOGRAPHY	4.5	-	3.0	DC111		MVA
		SS14	PHILIPPINE HISTORY	4.5	-	3.0			SLHS
			Total	21.0	4.5	15.0			

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
2	3	DC117	GENRE 2: COMEDY/ROMANTIC COMEDY	4.5	-	3.0	DC111		MVA
		DC118	OVERVIEW OF PRODUCING	4.5	-	3.0	DC114, DC115P		MVA
		DC119P	DIGITAL CINEMA PRODUCTION 2	3.0	4.5	3.0	DC115P		MVA
		DC12	LOGIC	4.5	-	3.0			MVA
		SS12	GENERAL ECONOMICS WITH TAXATION AND ENTREPRENEURSHIP	4.5	-	3.0			SLHS
			TOTAL	21.0	4.5	15.0			

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
2	4	DC120P	INTERACTIVE AUTHORIZING	3.0	4.5	3.0	DC112P		MVA
		DC121P	DIGITAL CINEMA PRODUCTION 3	3.0	4.5	3.0	DC119P		MVA
		DC122	GENRE 3: HORROR/MYSTERY CRIME/ACTION	4.5	-	3.0	DC111		MVA
		ENG12	ENGLISH FOR THE WORKPLACE 1	4.5	-	3.0	ENG11		SLHS
		SS11	SOCIOLOGY WITH POPULATION EDUCATION	4.5	-	3.0			SLHS
			TOTAL	19.5	9.0	15.0			

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
3	1	DC123	DOCUMENTARY FILM	4.5	-	3.0	DC121P		MVA
		DC124	GENRE 4: SCIENCE FICTION/FANTASY	4.5	-	3.0	DC111		MVA
		DC125	FILM FESTIVAL TRENDS	4.5	-	3.0	DC111		MVA
		DC200L	THESIS 1	-	4.5	1.0	3rd Year Standing		MVA
		ENG13	ENGLISH FOR THE WORKPLACE 2	4.5	-	3.0	ENG12		SLHS
			TOTAL	18.0	4.5	13.0			

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
3	2	DC126	EXPERIMENTAL FILM	4.5	-	3.0	DC123		MVA
		DC200-1L	THESIS 2	-	4.5	1.0	DC200L		MVA
		DC70	ETHICS	4.5	-	3.0	3rd Year Standing		MVA
		SS10	PHILIPPINE POLITICS AND GOVERNANCE	4.5	-	3.0			SLHS
			ELECTIVE 1	4.5	-	3.0	3rd Year Standing		MVA
			TOTAL	18.0	4.5	13.0			

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
3	3	DC200-2L	THESIS 3	-	4.5	1.0	DC200-1L		MVA
			ELECTIVE 2	4.5	-	3.0	3rd Year Standing		MVA
			TOTAL	4.5	4.5	4.0			

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
3	4	DC199R	ON-THE-JOB TRAINING	-	24.0	3.0	Completed all coursework		MVA
TOTAL				0.0	24.0	3.0			

ELECTIVES : 6.00 units

Yr	Qtr	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prereq.	Co-requisites	Caretaker
		DC150	FILM THEORY AND CRITICISM	4.5	-	3.0	3rd Year Standing		MVA
		DC151	NARRATIVE FILM STRUCTURE AND ANALYSIS	4.5	-	3.0	3rd Year Standing		MVA
		DC152	WORLD CINEMA: AMERICAN	4.5	-	3.0	3rd Year Standing		MVA
		DC153	WORLD CINEMA: ASIAN	4.5	-	3.0	3rd Year Standing		MVA
		DC154	WORLD CINEMA: EUROPEAN AND OCEANIA	4.5	-	3.0	3rd Year Standing		MVA
		DC155	WORLD CINEMA: SOUTH AMERICAN AND AFRICAN	4.5	-	3.0	3rd Year Standing		MVA
		DC156	INDEPENDENT STUDY	4.5	-	3.0	3rd Year Standing		MVA

Total Academic Units : 153.00

SCHOOL OF MULTIMEDIA AND VISUAL ARTS

CAD10L. COMPUTER-AIDED DRAFTING

This course introduces the concepts of Computer-Aided Drafting and describes the capabilities of the AutoCAD or other similar software in developing 2D and 3D electronic drawings. Topics included are terminologies, general operating procedures, user interface and techniques in executing commands.

Credit : 1 unit

Prerequisite : DRAW10W

CAD20L. COMPUTER-AIDED DRAFTING (CAD)

This course introduces the concepts of Computer-Aided drafting and design in developing 2D and 3D electronic drawings. This also covers an introduction to the CAD environment, general operating procedures and various techniques in executing CAD commands. Plates and exercises are centered on multimedia concept designs.

Credit : 1 unit

Prerequisite : MAS104S

DC10. BUSINESS MATH

This course is an introduction to basic math for business and financial applications which will include business terminology, practices and business problems.

Credit: 3 units

DC11. PHILIPPINE LITERATURE

This course is an examination of selected literary pieces written by great Filipino writers that contributes of the development of Philippine Literature from the Early Period to the present.

Credit: 3 units

DC12. LOGIC

This course deals with detailed analysis and classification of fallacies as well as analysis and construction of valid arguments to differentiate good from bad arguments.

Credit: 3 units

DC70. ETHICS

This course deals with ethics as the basis in formulating a code of conduct in the business world of Digital Cinema as well as relevant local and international laws affecting the Digital Cinema practice.

Credit: 3 units

Pre-requisite: 3rd year standing

DC101. INTRODUCTION TO DIGITAL CINEMA

This course is an introduction to the digital world and to cinema. It gives an overview of how digital technology and how it affects and changes cinema. Topics include major traditions, genres, develops areas of study, history, technology, issues, trends, film festivals, aesthetics, film language, technology, review, criticism, marketing, promotions, etc.

Credit: 3 units

DC102. SHORT SCRIPT WORKSHOP

This course is a workshop in writing scripts for the short films to be made in Digital Cinema Workshop I, II and III and in Nonlinear Editing, Cinematography and Lighting I and II, Directing, Digital Production Sound, and Digital Postproduction Sound.

Credit: 3 units

Pre-requisite: ENG10

DC103. ACTING FOR NON-ACTORS

This course is a basic acting workshop for non-actors in order to understand the acting and communication process taking place during production.

Credit: 3 units

DC104. DIRECTING

This course is a workshop in communicating with actors to achieve the best possible performance. It includes directing the visual look of the film.

Credit: 3 units

Pre-requisite: DC103

DC105P. CINEMATOGRAPHY AND LIGHTING

This is a practical course on the different digital camcorders and lights and their features. It aims to create images closest to film. It includes developing skills in camera manipulation and exercises in lighting.

Credit: 3 units

Pre-requisite: DC135P, PHY10-5, PHY10-5L

DC106P. NON-LINEAR EDITING

This course is a hands-on experience in editing projects electronically. It introduces the student to the theory and practice of film-style editing on the computer. Computer editing software will be learned.

Credit: 3 units

Pre-requisite: DC102

DC107P. DIGITAL SOUND

This course deals with recording of sound for digital films during production. It also discusses the different microphones used in production, and the equipment needed necessary for the production of high quality sound tracks.

Credit: 3 units

Pre-requisite: DC106P, PHY11-5, PHY11-5L

DC108. PRODUCTION DESIGN

This course deals with the principles of art direction and the creation of the visual look of the film. It includes set design, props, costumes, make-up, and other visual elements.

Credit: 3 units

Pre-requisite: DC104

DC109P. MUSICAL SCORING

This is a collaborative course among musicians and Digital Cinema students. The musicians can be Music students or graduates who can make songs and music for the digital films. They work together to place the music and song tracks into the digital films to effectively create the mood of the different scenes.

Credit: 3 units
Pre-requisite: DC106P
Co-requisite: DC107P

DC110. FILM HISTORY AND APPRECIATION 1

This course is an overview of the history of film from 1890s to the 1940s. Students are required to see the major films that shaped cinema. Films to be screened include Lumiere's Silents, A Trip to the Moon, The Great Train Robbery, The Birth of a Nation, Battleship Potemkin, The Cabinet of Dr. Caligari, etc.

Credit: 3 units
Pre-requisite: DC101

DC111. FILM HISTORY AND APPRECIATION 2

This course is an overview of the history of film from the 1940s to the present. Students are required to see the major films that shaped cinema.

Credit: 3 units
Pre-requisite: DC110

DC112P. COMPUTER GRAPHICS AND EFFECTS

This course deals with the creation of two-dimensional and three-dimensional computer graphics for digital films through a variety of computer programs. It also includes color correction and other postproduction techniques.

Credit: 3 units
Pre-requisite: DC106P

DC113. SCREENWRITING 1

This course is a practical workshop in writing scripts for digital films. Considerable attention is paid to concept, milieu, characters, dramatic structure, treatment, dialogues, and revision of a screenplay. The major screenwriters and their works are also discussed. The development, aesthetics and techniques of the narrative tradition in film and literature are investigated through lecture and discussion of important films. The output of this course will be used for Thesis and Genre A and B courses.

Credit: 3 units
Pre-requisite: DC102

DC114. SCREENWRITING 2

This course is a continuation of Screenwriting 1. The student continues or polishes the script completed in Screenwriting 1.

Credit: 3 units
Pre-requisite: DC113

DC115P. DIGITAL CINEMA PRODUCTION 1

Working in crews, the students engage in the cinematic process in making a 15 to 30-minute digital cinema.

Students rotate in their positions as producers, directors, production designers, and directors of photography.

Credit: 3 units
Pre-requisites: DC107P, DC109P, DC113

DC116. GENRE 1: DRAMA/BIOGRAPHY

This course is a survey of Drama/Biography genre. It also deals with the principles, theories, qualities and techniques used in creating this type of film.

Credit: 3 units
Pre-requisite: DC111

DC117. GENRE 2: COMEDY/ROMANTIC COMEDY

This course is a survey of Comedy/Romantic Comedy genre. It also deals with the principles, theories, qualities and techniques used in creating this type of film.

Credit: 3 units
Pre-requisite: DC111

DC118. OVERVIEW OF PRODUCING

This course is an examination of the roles of management staff in getting a project ready for production. Students will work on the script done in Screenwriting I and II through a standard pre-production process. The development of budgets, making of schedule and scouting of locations are all part of the course.

Credit: 3 units
Pre-requisite: DC114, DC115P

DC119P. DIGITAL CINEMA PRODUCTION 2

This course is a continuation of Digital Cinema Production 1.

Credit: 3 units
Pre-requisite: DC115P

DC120P. INTERACTIVE AUTHORIZING

This course provides instructions on event driven-applications and object oriented approach to develop a highly interactive multimedia piece publishable via web and/or CD-rom.

Credit: 3 units
Pre-requisite: DC112P

DC121P. DIGITAL CINEMA PRODUCTION 3

This course is a continuation of Digital Cinema Production 2.

Credit: 3 units
Pre-requisite: DC119P

DC122. GENRE 3: HORROR/MYSTERY CRIME/ACTION

This course is a survey of Horror/Mystery Crime/Action genre. It also deals with the principles, theories, qualities and techniques used in creating this type of film.

Credit: 3 units
Pre-requisite: DC111

DC123. DOCUMENTARY FILM

This course deals with the historical overview of the documentary tradition. The students make a digital documentary project.

Credit: 3 units
Pre-requisite: DC121P

DC124. GENRE 4: SCIENCE FICTION/FANTASY

This course is a survey of Science Fiction/Fantasy genre. It also deals with the principles, theories, qualities and techniques used in creating this type of film.

Credit: 3 units
Pre-requisite: DC111

DC125. FILM FESTIVAL TRENDS

This course is a survey of the trends of current film festivals and what they are looking for in a festival entry.

Credit: 3 units
Pre-requisite: DC111

DC126. EXPERIMENTAL FILM

This course deals with the historical overview of the experimental film tradition. The students make an experimental digital cinema project.

Credit: 3 units
Pre-requisite: DC123

DC135P. PHOTOGRAPHY

This course is an introduction to photography terms, principles, classification, and composition. This course also discusses the practical aspects such as aperture and shutter speed, lights and filters, photo developing procedures and materials, content control, cameras and lenses.

Credit: 3 units

DC150. FILM THEORY AND CRITICISM

A detailed examination of the major classical and contemporary film theories such as structuralism, semiology, psychoanalysis and their applications in film criticism and textual analysis through readings and class screenings. It also includes the underlying nature and functions of the art of film, the investigation of the relation of film to the other arts, technology, and industry and to the natural and supernatural dimensions of reality. The historical and cultural backgrounds of such theoretical concept will be covered. Students will read works of important theorists such as Agel, Arnheim, Bazin, Eisenstein, Kracauer, Mertz, Munsterburg, Pudovkin, etc.

Credit: 3 units
Pre-requisite: 3rd year standing

DC151. NARRATIVE FILM STRUCTURE AND ANALYSIS

This course is an analysis of the different elements of film and how these complement each other.

Credit: 3 units
Pre-requisite: 3rd year standing

DC152. WORLD CINEMA: AMERICAN

This course is a survey of the major films made by well-known directors from the region. The objective of the course is to expose the student to different film styles from different places and culture.

Credit: 3 units

Pre-requisite: 3rd year standing

DC153. WORLD CINEMA: ASIAN

This course is a survey of the major films made by well-known directors from the region. The objective of the course is to expose the student to different film styles from different places and culture.

Credit: 3 units
Pre-requisite: 3rd year standing

DC154. WORLD CINEMA: EUROPEAN AND OCEANIA

This course is a survey of the major films made by well-known directors from the region. The objective of the course is to expose the student to different film styles from different places and culture.

Credit: 3 units
Pre-requisite: 3rd year standing

DC155. WORLD CINEMA: SOUTH AMERICAN AND AFRICAN

This course is a survey of the major films made by well-known directors from the region. The objective of the course is to expose the student to different film style from different places and culture.

Credit: 3 units
Pre-requisite: 3rd year standing

DC156. INDEPENDENT STUDY

This is course that addresses the need of a student which does not fall in any of the course offerings. This can be research, experimentation, etc.

Credit: 3 units
Pre-requisite: 3rd year standing

DC199R. ON-THE-JOB TRAINING

This course is an industry exposure of students for them to observe experience and take advantage of the first-hand information regarding the practices and trends in Digital Cinema technology. Because of the specificity of the discipline, the student may take additional elective course in lieu of OJT.

Credit: 3 units
Pre-requisite: Completed all coursework

DC200L. THESIS 1

The student presents a thesis proposal which include a full-length script, budget, cast, schedule, sequence breakdown and other pre-production requirements.

Credit: 1 unit
Pre-requisite: 3rd year standing

DC200-1L. THESIS 2

This is the production stage of the approved Thesis.

Credit: 1 unit
Pre-requisite: DC200L

DC200-2L. THESIS 3

The student presents and defends his/her film to the panel for approval. Once approved, a special screening in a theater or an auditorium will be held.

Credit: 1 unit

Pre-requisite: DC200-1L

DRAW10W. ENGINEERING DRAWING

This course introduces the graphic language, its importance and relevance in engineering and other related fields. Topics included are practices and techniques of graphic communication, study and application of drafting instruments, lettering, scale and units of measure, descriptive geometry, orthographic views and principles of projection, auxiliary views, sectional views, isometric and other pictorial drawings, dimensioning and their applications in the preparation of engineering working drawings, assembly and exploded drawings and detailed drawings.

Credit : 1 unit

HUM18. TECHNOLOGY IN THE ARTS

This course will analyze the interaction between technology and the arts focusing on the Western Arts of the twentieth century. The course will examine how modern technology has shaped contemporary music, the visual arts, the performing arts, radio, theater and television productions and even literature and will measure the corresponding impact of this development on the population.

Credit : 3 units

MAS10. ART HISTORY

This course is an introduction to art history, from ancient cavemen to contemporary art. Discussions will focus on art characteristics, known artists' theories, and the important contributions of each period. The students are expected to apply these in their own artworks.

Credit : 3 units

MAS11. ART THEORY AND CRITICISM

This course uses a constructivist approach in discussing art wherein students will improve on their writing and critical thinking skills through assigned readings and writing reactions and reflection journals. It has two parts: the first part is a continuation of Art History where it focuses on the major transitions of the idea of the word "art", from 19th century modern art to the 21st century post-modern art period. With the classic and contemporary art theorists in mind, students will further discover the implications of these transitions by looking at their own progressive artistic styles and artistic expressions as dictated by their creativity. In the second part of the course, students will be engaged in art criticism, particularly on visual arts, while following the general format in describing, analyzing, interpreting and judging artworks. Topics also covered Film Analysis where students will describe the film's structure, narrative, form etc.

Credit : 3 units

Prerequisite : MAS13

MAS13. PHILIPPINE ART HISTORY

This course introduces the evolution of the Philippine Art and famous Filipino artists and their works that have made great contributions to the modern Philippine visual arts.

Credit : 3 units

Prerequisite : MAS10

MAS15. SURVEY OF COMMUNICATION THEORIES

This is an introduction to the study of communication theories. Students will explore the basic theories of human communication, mass communication and new media and technology with focus on research and practice. Contemporary issues associated with mediated communication are also discussed.

Credit : 3 units

Prerequisite : ENG11

MAS70. LAWS AND ETHICS FOR MULTIMEDIA PRACTITIONERS

This course deals with ethics as the basis in formulating a code of conduct in the business world particularly in Multimedia. This course also discusses relevant local and international laws affecting the multimedia practice such as the Intellectual Property Rights Law, Copyright Law, Entertainment Laws, Distribution Agreements, Insurance and Sources of Financing, etc.

Credit : 3 units

Prerequisite : 3rd Year Standing

MAS101-1. INTRODUCTION TO MULTIMEDIA ARTS AND SCIENCES

This course gives an overview of the various multimedia disciplines and the moral and social responsibilities of a multimedia practitioner. Especially, this course provides the most essential skills in determining multimedia tools and content in a development environment. Either through discussions, co-curricular field trips, seminars or interviews with professionals, the students is made aware of career opportunities in various industries.

Credit : 3 units

MAS102S. GRAPHICS 1

This course introduces the students to the study of visual communication, drafting techniques, lettering, use and care of instruments, geometric construction, alphabet of lines and their applications, use of scale and preparation of working drawings.

Credit : 1 unit

MAS103S. VISUAL TECHNIQUES 1

This course introduces the students to the initial steps and concepts necessary to draw realistically as well as learning how to perceive an object to create an effect of volume and space. Topics include basic shapes, tone and value, texture, proportion, drapery material finishes and perspective.

Credit : 2 units

MAS104S. GRAPHICS 2

This course introduces the students to the study of plotting measured pictorial presentations such as axonometric, perspective and shades and shadows.

Credit : 1 unit
Prerequisite : MAS102S

MAS105S. VISUAL TECHNIQUES 2

This course deals with building skills and concepts necessary to describe visually a balance and articulate three-dimensional life forms. Topics include the human anatomy, contour lines, value, gesture, proportion, figure-ground relationship and composition.

Credit : 2 units
Prerequisite : MAS103S

MAS106S. VISUAL TECHNIQUES 3

This course deals with building skills and discusses concepts of rendering using different and/or mixed media applied in diverse subjects. Discussions will focus on rendering tools, techniques and realistic effects of light, texture, materials and color. This course also includes the study of color theory.

Credit : 2 units
Prerequisite : MAS105S

MAS107. CONCEPT DEVELOPMENT

This course introduces students to art and design intended to communicate ideas using their visual sensitivity and working knowledge of design principles and elements. By solving a series of problems and employing a variety of media and materials, the students will develop their mental faculties of observation, imagination, and creation for an effective visual communication.

Credit : 3 units
Prerequisites : MAS106S, MAS110P

MAS108P. CHARACTER DESIGN

This course deals with the practical path and what constitutes character design. These involve research, conceptualization, construction of characters for animation, comics, cartoons and other visual applications. Also included is character prototyping.

Credit : 3 units
Prerequisite : MAS107

MAS109L. VECTOR ART COMPOSITION

This course uses the computer as a tool to create vector-based graphics as a means of artistic expressions. Topics include illustration basics, editorial cartoon interpretation, compositional fundamentals, color and stylization, design concepts; basic principles of visual thinking and communication to write a comic book and logo composition.

Credit : 2 units
Prerequisite : MAS115P

MAS110P. FUNDAMENTALS OF DESIGN

Discussion on design basics such as principles and elements of design, methods of design, design conceptualization including messages and factors affecting design such as demographic, economic, social, etc.

Credit : 3 units
Prerequisites : MAS101-1, MAS105S
Co-requisite : MAS106S

MAS115P. BASIC GRAPHIC DESIGN

This course will explore how creative communication design evolves from information about the project and the client, alternative ways of looking at that information while sustaining a focus on the details of that communication material (poster, letterhead, brochure or multimedia) to form a truly inspired design. Using current computer software, students will work on case studies to improve their conceptual development. Towards the end of the course, an intensive final project on graphic design will be given.

Credit : 3 units
Prerequisite : MAS107

MAS117-1L. BASIC 2D ANIMATION

This course describes the skills and knowledge required to interpret the creative brief, establish and produce the layout drawing specifications and creates layout drawings for 2D animation productions.

Credit : 2 units
Prerequisites : MAS108P, MAS138-1P
Co-requisite : MAS109L

MAS119-1P. DIGITAL PHOTOGRAPHY

This course discusses the terms, principles, composition, and practical aspects of digital photography aim to develop skills in pixel-based photographic design and printing. This course also discusses the techniques to enhance digital photos using Photoshop or other similar software, and how to store digital files.

Credit : 3 units
Prerequisite : MAS135-1P

MAS120-1L. 3D MODELS AND IMAGES

This course uses the computer and relevant 3D modeling software to create pre-animated figures and images of diverse subjects. Also included are discussions on meshes, texture maps, shades, materials and vector graphics.

Credit : 2 units
Prerequisites : MAS117-1L, MAS109L, CAD20L

MAS122-1L. BASIC 3D ANIMATION

A course that develops the skills and knowledge required to interpret the creative brief, establish and produce the layout drawing specifications, and create layout drawings for 3D animation productions.

Credit : 2 units
Prerequisite : MAS120-1L

MAS123P. WEB DESIGN AND USABILITY

This course deals with instructions on intermediate to advanced web page design techniques. Topics include effective use of graphics, fonts, colors, navigation tools and design techniques.

Credit : 3 units

Prerequisites : CS102-1L, MAS109L

MAS125. SCRIPTWRITING

This course deals with the construction of a story and development of plot, character and structure.

Credit : 3 units

Prerequisite : MAS15

MAS127-1. DOCUMENTARY FILM

A historical overview of the documentary tradition. The students make a digital documentary project.

Credit : 3 units

Prerequisite : MAS129

MAS128P. INTERACTIVE DESIGN

This course introduces the students to the principles and theories of designing interactive products and applications. Discussions will also include core interactive and information design disciplines of writing, graphic design, and human factors design.

Credit : 3 units

Prerequisites : MAS123P, CS121, CS121L

MAS129. COPYWRITING

This course deals with instructions on advertising and marketing as necessary tools for copywriters, graphic designers, arts and creative directors. Students will develop awareness of the advertising process that will enable them to create powerful advertising messages by combining words and images.

Credit : 3 units

Prerequisite : MAS139-1P

MAS130P. INTERACTIVE AUTHORING

This course provides instructions on event driven-applications and object oriented approach to develop a highly interactive multimedia piece publishable via web and/or CD-rom.

Credit : 3 units

Prerequisite : MAS128P

MAS132L. PORTFOLIO DEVELOPMENT AND EXHIBIT

This course will focus on developing a finished portfolio consisting of projects from the students' chosen electives. An exhibit of portfolio is a prerequisite for graduation.

Credit : 1 unit

Prerequisite : GRADUATING STUDENTS ONLY

MAS133L. MULTIMEDIA SEMINARS

This course exposes students to seminars and lectures on current Multimedia topics to keep them abreast of the current and advanced development in the field of Multimedia Arts.

Credit : 1 unit

Prerequisite : GRADUATING STUDENTS ONLY

MAS134-1L. 3D COMPOSITING AND RENDERING

This course focuses on the concepts and terminologies behind scene composition that will enable the student to create photorealistic, or near photorealistic, renderings. In order to create these renderings, students must be equipped with good understanding of scene composition i.e. the application of cameras, lighting and materials.

Credit : 2 units

Prerequisites : MAS158-1L, MAS139-1P

MAS135-1P. FUNDAMENTALS OF PHOTOGRAPHY

An introduction to photography terms, principles, classification, and composition. This course also discusses the practical aspects such as aperture and shutter speed, lights and filters, photo developing procedures and materials, content control, cameras and lenses, etc.

Credit : 3 units

Prerequisite : MAS110P

MAS136. BUSINESS VENTURES IN MULTIMEDIA

This course will introduce MAS students to the world of business and entrepreneurship. Its aim is to let student explore and consider multimedia not just as a career option but rather a potentially profitable business venture. This course will cover the basics of writing a business plan starting from spotting an opportunity and idea, building a business model to the financial, market and other operational aspect of the proposed venture. The course will cap it with a business plan from students.

Credit : 3 units

Prerequisite : EMG111

MAS138-1P. FUNDAMENTALS OF DIGITAL VIDEO PRODUCTION

This course introduces the students to the fundamental theories, concepts, principles and tools for digital video production. Topics include film language, storyboard, content development, basic directing and non-linear editing.

Credit : 3 units

Prerequisites : MAS107, MAS125, MAS135-1P

MAS139-1P. MOTION GRAPHICS AND SPECIAL EFFECTS FOR VIDEO

This course deals with instructions of incorporating sound and graphic effects to video productions. Topics include video compositing, TV commercials, titling, etc.

Credit : 3 units

Prerequisites : MAS154-1P, MAS109L

MAS144P. ADVERTISING CONCEPTS AND PRACTICES

This course examines the principles necessary for the development, implementation, monitoring, management and evaluation of effective advertising programs.

Credit : 3 units

Prerequisite : MAS145-1P

MAS145-1P. DESKTOP PUBLISHING SYSTEM

This course is focused on advanced applications utilizing all components of desktop publishing system. Emphasis on creation of student projects including newsletters, annual reports, brochures and promotional materials. Principles of layout and design will be practiced.

Credit : 3 units
Prerequisite : MAS129

MAS146P. PACKAGE AND INSTALLATION DESIGN

This course is both hand-skills and digital-skills to complete most projects. Students will explore methods and techniques for the design and assembly of three-dimensional product packaging. They will be presented with a series of design challenges and asked to find the most visually appealing digital graphic solutions, including paper design, technical drafting and materials selection. Towards the end of the course, students will conceptualize and apply basic techniques to create showroom, retail store or booth that display or sell merchandise.

Credit : 3 units
Prerequisite : MAS144P

MAS147P. SPECIAL PROBLEMS AND APPLICATIONS IN GRAPHIC DESIGN

This is a comprehensive course built on three areas: 1) Creating art wherein students apply the arts, disciplines, techniques and processes to communicate an original work; 2) Art in context wherein students demonstrate how elements of time and place influence the visual characteristics, content, purpose and message of art works; and 3) Art as inquiry wherein students demonstrate how the arts reveal universal concepts and themes, and reflect upon the characteristics and merits of their work with work of others. Towards the end of the course, students will build their own project portfolio which should be rich in terms of material exploration and visual impact. This portfolio should reflect intermediate to advanced level of artistic perception, expression, historic and cultural understanding, aesthetic valuing, and ability to connect their artistic skills to many art-related careers, develop competencies in problem solving, communication, time management and resources.

Credit : 3 units
Prerequisite : MAS146P

MAS154-1P. CINEMATOGRAPHY

This course is an introduction to the principles of cinematography in film and digital format. This will cover topics such as a brief history of cinematography, video camera operation, camera movement, lens choices, composition, basic video lighting techniques and principles of video post-production to complete film-style video productions.

Credit : 3 units
Prerequisite : MAS138-1P

MAS155P. VIDEO PRODUCTION PROCESSES

This course will provide students a practical and hands-on experience of the different stages of production from pre-production stage to principal photography and post production stages. Students will have an understanding of the different roles of people in video production as well as they will also undertake different tasks and roles in the production process.

Credit : 3 units
Prerequisite : MAS127-1

MAS156P. DIGITAL SOUND PRODUCTION

This course will introduce the students to digital sound design as an important component in video production and in the overall experience of digital media viewers. The course will discuss the functions and characteristics of digital sound and recording. Topics will include history of recording technology; audio recording; editing and designing digital sound for different applications. Students will have an in depth understanding of the communicative aspect of sound in media.

Credit : 3 units
Prerequisite : MAS155P

MAS156-1P. DIGITAL SOUND PRODUCTION

This course will introduce the students to digital sound design as an important component in video production and in the overall experience of digital media viewers. The course will discuss the functions and characteristics of digital sound and recording. Topics will include history of recording technology; audio recording; editing and designing digital sound for different applications. Students will have an in depth understanding of the communicative aspect of sound in media.

Credit : 3 units
Prerequisite : MAS161P

MAS157P. DIGITAL VIDEO PRODUCTION WORKSHOP

This is an advanced video course that will focus mainly on harnessing technical and content development for professional level video production output. As an expressive and communicative medium, video production projects in this course will demonstrate their creativity in visual story telling as well as their competency in applying technical knowledge to further deliver their ideas. Students will work on specific video projects in narrative, documentary and experimental genres.

Credit : 3 units
Prerequisite : MAS156P

MAS158-1L. 3D DIGITAL CINEMATOGRAPHY

This course focuses on the production process of animation using the computer and relevant software as tools. It will cover topics necessary for the overall aesthetic of the motion picture such as the use of camera shots, color and lighting. The topics will enable the students understand concepts that are applicable to the animation industry.

Credit : 2 units

Prerequisite : MAS122-1L

MAS161P. 3D VISUAL EFFECTS DESIGN

This course deals with the development of skills and knowledge required to interpret the creative brief, develop and implement visual effects designs for any production in the animation industries.

Credit : 3 units

Prerequisite : MAS134-1L

MAS163P. ANIMATION PRODUCTION WORKSHOP

This course emphasizes production pipeline for animation production. It combines theory, history and practice in which students demonstrate skills to develop a fiction or non-fiction animation production. Topics include research, pre-planning and writing skills as integral components of animation production.

Credit : 3 units

Prerequisite : MAS156-1P

MAS170P. MULTIMEDIA PRESENTATION

This is a supplemental course for interactive design. Upon integrating visual imagery, text, audio, video, graphics and animation to enhance the message, students will perform the design phases in multimedia authoring, particularly formulating their own goal, objectives and knowing their target audience. Students will be engaged in doing two multimedia projects: interactive portfolio for the midterm and basic e-learning authoring for the final.

Credit : 3 units

Prerequisites : MAS128P, MAS129

MAS171. PROJECT MANAGEMENT

This course teaches the students the different phases of project management model from conceptualization, planning, execution to termination of the project. It also defines the roles of a Project Manager such as project coordination, managing time and resources and monitoring work progress with the ultimate goal of producing quality multimedia designs and productions and meeting deadlines

Credit : 3 units

Prerequisite : EMG111

MAS199R. ON THE JOB TRAINING

Industry exposure of students for them to actually observe, experience and take advantage of the firsthand information regarding the practices and trends in modern multimedia technology.

Credit : 3 units

Prerequisite : For Graduating Students Only

MAS100. RESEARCH METHODS

This course deals with the nature and characteristics of research, the general approach to research studies, and processes and methodologies of research as applied to multimedia arts; elements of technical writing as applied to

the preparation of reports, proposals and theses; writing of a research proposal.

Credit : 2 units

Prerequisites : MATH30-9, 3rd Year Standing

MAS200L. THESIS 1

This course is an application of the concepts of Research Methods that deals with the preparation of a full blown research proposal which includes the defense of the proposed study and marks the start of laboratory/field work.

Credit : 1 unit

Prerequisite : MAS100

Co-requisite : Elective 1

MAS200-1L. THESIS 2

This course is the continuation of the laboratory/field work in MAS200L, Thesis 1. A progress report is to be submitted to the thesis panel. In this stage, a seventy percent work completion is required to merit a grade.

Credit : 1 unit

Prerequisite : MAS200L

MAS200-2L. THESIS 3

This course is the continuation of the laboratory/field work in MAS200-1L, Thesis 2. A final thesis defense is required as the output.

Credit : 1 unit

Prerequisite : MAS200-1L