Faculty of Arts

Department of Animation and Multimedia

Description of Courses

description	The name of the course	
This course deals with the identification of the characteristic of color and its components physically and chemically through practical applications that contribute to its use in different designs.	**Color theory** 0181111 (3) Credit hours	1
This course deals with the identification of various drawing tools and materials and methods of use and the work of manual exercises to draw nature and elements fluently and freely as well as drawing different scenes of models in which the movement is shown from aspects of daily life in the city, the village and others in addition to the study of the anatomy of the human body and various animals, which includes the relative relationships of the members of each.	**Free drawing and artistic anatomy** 0181112 (3) Credit hours	2

This course deals with the study of the elements and foundations of design with emphasis on the idea of the structure of the design, as well as the study of formal and color elements and their impact on the general construction of the design through applied training on how to deal with space, material and color in order to develop the creative and expressive ability of the student in the design of animation and multimedia.	**Multimedia design basics** 0181113 (3) Credit hours	3
This course deals with the training of the student in computer software specialized in the design of Graphic, namely Illustrator- Photoshop Adobe, focusing on different tools and orders techniques and the extent to which they can be used in different design processes with 2D and 3D exercises representing different techniques in the two programs.	**Computer drawing and design** 0181114 (3) Credit hours	4
This course dealt with the study of the history of animation from the emergence of preliminary drawings to cartoons and knowledge of the methods of painting and the most famous painters and the most famous animated films and international production companies and to learn about the different areas in which animation plays a role as well as multimedia since its inception and stages of development and its association with modern techniques and the benefits it performs in various aspects of life.	**History of animation and multimedia** 0181121 (3) Credit hours	5

This course deals with the study of the philosophy, origins, origins and development of Islamic art and the most important characteristics and principles on which it is based and the study of the most prominent artistic styles during successive times and various regions, and the student implements some practical applications through his study of these models.	**Islamic Arts and Decoration** 0181122 (3) Credit hours	6
This course deals with various techniques for processing images through cutting, merging, surface processing, adding different effects and modifications, and creating contact and surfaces in accordance with the requirements of animation and multimedia design and through special software such as Adobe Photoshop	**Computer image processing techniques** 0181211 (3) Credit hours	7
This course examines modern design based on the formal construction of letter sets, in line with the contemporary requirements of multiple graphic media. The course includes the study of the proportions and foundations underlying the topographic design, with manual and computer-generated practical applications.	**Digital typography** 0181212 (3) Credit hours	8
This course deals with the types of digital cameras and all necessary techniques and skills such as installation of their parts and knowledge of the function of each part of them and the types of lenses and their functions in addition to learning the methods of digital photography fixed and moving and the basis of creating configurations that suit the theme of design for multimedia and the preparation of fixed and mobile models.	**Digital photography** 0181231 (3) Credit hours	9

This course deals with scriptwriting and dialogue in a language that conveys the idea of the film and then the design of storyboard panels that translate the script into a preliminary visual language that defines the outlines of the film's scenes and their content of characters, backgrounds and colors.	**Scriptwriting and story boards** 0181232 (3) Credit hours	10
This course deals with the history of 2D cartoon characters, 3D puppet characters, techniques and materials of their manufacture with a focus on creating meaningful characters and how to equip them to facilitate their movement as well as the design of backgrounds that suit different scenes.	**Character design and backgrounds** **0181233** (3) Credit hours	11
This course deals with techniques and methods that translate different information into a simplified visual roll that can be displayed through different media, whether on television or social media sites, and these techniques and methods include the method of stirring all the design vocabulary through its temporal appearance and speed in addition to sound and visual effects.	**Advertising media design** 0181241 (3) Credit hours	12
This course deals with traditional methods of producing animation, starting with manual drawing of cartoon characters and creating a series of drawings that will represent the movement based on a particular idea or subject, and then introducing all the drawings of the computer to process them and the composition of the moving scene in addition to sound and visual effects.	**2D animation** 0180331 (3) Credit hours	13

Description	Course	#
This course deals with digital integrated design, whether with constant, moving or interactive material, by selecting various topics representing the three aspects and processing and studying its vocabulary and then implementing it, adding the necessary sound and visual effects and identifying ways to produce them for different media.	**Digital design** 0181332 (3) Credit hours	14
This course deals with 3D cartoon films whose characters and elements are designed through 3D design programs and then add colors and contact to those characters and elements and move them and add sound and visual effects to get an integrated film that is displayed through several media.	**3D animation** 0181333 (3) Credit hours	15
This course deals with the foundations and concepts of creating interactive pages for internet users in various fields as well as the interfaces of different applications for phones, smart tablets and different software with a focus on the aesthetic aspects that distinguish the design of each interface through along, fonts, drawings and functional aspects that facilitate the process of using the interface effectively.	**User interface design** 0181341 (3) Credit hours	16
This course introduces the student to the types of personal pages and websites and other sites of universities, institutions, companies and newspapers, and then studying the principles of designing those pages and fixed and mobile sites, with different applications including the process of designing and connecting different pages and adding some animated sections of the page and audio clips.	**Web design (1)** 0181342 (3) Credit hours	17

This course deals with the design of sound effects, their addition to the animated film, their control within the specified time period and the recording of the voices of the characters in line with the events of the film.	**Sound effects** 0181343 (3) Credit hours	18
This course deals with the design of visual effects that give effectiveness to the animated film and how to use the green screen in the process of shooting and merging sections.	**Visual effects** 0181344 (3) Credit hours	19
This course deals with the study of the most important theories of graphic design and contemporary design movements and their influence on computer technologies, in addition to the most important methodologies used in design old and new, the method of technical analysis and the standards generally adopted in the evaluation of the work of art and design, whether printed or visual.	**Design theories** 0181421 (3) Credit hours	20
This course deals with the concepts and foundations of film production by identifying the foundations of photography and selecting footage and scenes and using different camera angles, output and editing processes through practical applications in the production of purposeful short films.	**Film production** 0181431 (3) Credit hours	21
This course deals with the foundations and concepts of digital games and their types and how to prepare designs for them in sufficient visual requirements of characters and visual scenes and learning the ways of programming them and moving parts of them to perform the goal for which they were designed.	**Digital game design** 0181441 (3) Credit hours	22

This course deals with a preliminary idea for the subject of graduation research in the field of animation and multimedia, which includes the presentation of research dealing with the idea and problem that the project will address and compare it with previous studies and setting goals and developing preliminary lines of design ideas that address topics from the reality of our society and provide effective solutions such as social and environmental issues.	**Graduation Project (1)** 0181451 (3) Credit hours	23
This course deals with the comprehensive practical application of the graduation project (1) by producing integrated films that carry the ideas identified, objectives and message that will be presented through multimedia.	**Graduation Project (2)** 0181452 (3) Credit hours	24
This course deals with preparing the student (after completing 90 credit hours) for the working life through training in official and private institutions in the field of animation design and multimedia (at least 120 hours) in order to accommodate the applications scheduled on the ground and follow up in the training stages by the teachers of the department, and requires the student to provide the necessary certified documents containing all what the student did during the training period.	**∗ Field training** 0180453 (0) Credit hours	25

Compulsory specialty requirements support

This course deals with the concepts of information systems and some of their applications in business and organization management, as well as the basic and important roles that INFORMATION TECHNOLOGY plays in the global work environment and the strategic role of information systems in modern organizations. The course includes the following topics: IT systems and technology concepts, information systems applications in management and in giving contemporary business organizations strategic excellence, management information systems, enterprise information systems, INFORMATION TECHNOLOGY, computer hardware and software, data and information management, communications and computer networks, and information system building methodologies.	**Introduction to Information Technology and Systems** **0731110** (3) Credit hours	26
This course deals with the student's skills in designing and coordinating web pages using PHP programming language. The course includes the following topics: web servers, HTML form design, provider programming, introduction to software providers (servers) using PHP language, learning how to define mathematical and logical variables and transactions, dealing with text, symbolic chains, arrays, making procedures, handling control sentences and repetition. Data entered by the user. .	Programming Basics 1 **0750113** (3) Credit hours	27

Compulsory specialty requirements are optional		
This course deals with the methods of illustrations and their techniques, which in turn illustrate the concepts of some tourist facilities and sites and ways of using different products as well as some scientific phenomena and comes through manual practical exercises and then implemented through different computer programs and employed in animated films and multimedia.	**Illustrations** 0181234 (3) Credit hours	28
This course deals with the most important foundations and principles of promotion and electronic marketing and advanced and modern concepts in the field, as well as the effective impact of multimedia design in various advertising and promotional campaigns. The course focuses on the concept of communication between the product and the consumer, the media and the various methods of direct and indirect communication.	**Electronic marketing** 0181311 (3) Credit hours	29
This course deals with introducing the student to the most important terms and concepts specialized in graphics through a theoretical study of the most important artistic movements and international Graphic and graphic activities in English.	**Technical studies in English** 0181321 (3) Credit hours	30
This course deals with a study of major websites and comparing them with global websites, identifying the elements of strength and weakness in the aesthetic and functional aspects, developing solutions to vulnerabilities as well as identifying modern programs in the design of advanced websites.	**Web design (2)** 0181442 (3) Credit hours	31