

SEC. #	DAY(S)	TIME	INSTRUCTOR	ROOM	SEC. #	DAY(S)	TIME	INSTRUCTOR	ROOM
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ADMINISTRATION OF JUSTICE, CONTINUED

**PAC 43.17/24 HOURS
CRIME SCENE INVESTIGATION**

.5 Units/Prerequisite: AJ 275
Advisory: ENGL 035 or ESL 198 or appropriate assessment, READ 023 or appropriate assessment, AJ 041, AJ 104 and AJ 208.

This course is designed to present a detailed study of the various investigative and scientific aspects of crime scene investigation. Emphasis will be placed on the collection, preservation, identification and packaging of evidence. Several field problems will be conducted to give the student practical experience in the proper methods of crime scene investigation. This course may be taken once and repeated three times for credit.

All sections of PAC 43.17 have a materials fee of up to \$25.00 per ticket number.

THE FOLLOWING CLASS MEETS: OCTOBER 23, 24, 25, 2009

0270	F	6:00-10:00PM		
	Sat/Sun	8:00AM-6:30PM	FLORES R	Rm HS 8

**PAC 43.30/24 HOURS
TRIAL PREPARATION AND
COURTROOM DEMEANOR**

.5 Units/Prerequisite: AJ 104 Advisory: ENGL 035 or ESL 198 or appropriate assessment, READ 023 or appropriate assessment, PAC 43.82, PAC 43.28, PAC 43.17, AJ 041, AJ 208, and AJ 275.

This course is designed for students interested in a career in the field of criminal justice, forensics and for crime scene personnel. The course will prepare students to give effective testimony in a court of law as related to recognizing, obtaining, developing and preserving physical evidence. The course will include courtroom demeanor, how to qualify as an expert witness, the study of direct and cross examination questions and participation in moot court training. This course may be taken once and repeated three times for credit. All sections of PAC 43.30 have a materials fee of up to \$25.00 per ticket number.

THE FOLLOWING COURSE MEETS DECEMBER 4, 5, 6, 2009

1695	F	6:00 - 10:00pm	NATHAN D	Rm HS 8
	Sat/Sun	8:00AM-6:30PM		

AMERICAN SIGN LANGUAGE

DIVISION OF COMMUNICATIONS & LANGUAGES

**ASL 149
AMERICAN SIGN LANGUAGE I**

4 Units/Advisory: ENGL 030 or ESL 197 or appropriate assessment; READ 022 or appropriate assessment.

Transfers to: UC, CSU

This course will provide an introduction to American Sign Language emphasizing receptive and expressive skills. The use of facial expressions during signing will also be addressed. Students will be exposed to deaf culture experiences both in the classroom and in other environments. This course is designed for people who wish to learn to communicate with those who are deaf and hard of hearing.

0618	TTh	6:45-8:50 AM	RENNIE W	Rm A200
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**ASL 150
AMERICAN SIGN LANGUAGE II**

4 Units/Prerequisite: Completion of ASL 149 with a "C" or better, or completion of two years high school ASL with a "C" or better.

Advisory Preparation: ENGL 035 or ESL 198 or appropriate assessment; READ 023 or appropriate assessment.

This course will provide a continuation of American Sign Language I emphasizing receptive and expressive skills. The use of facial expressions during signing will also be addressed. Students will be exposed to deaf culture experience both in the classroom and in other environments. This course is designed for people who wish to continue learning to communicate with those who are deaf and hard of hearing.

0617	MW	2:30-4:35 PM	RENNIE W	Rm A200
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ANIMATION

DIVISION OF CAREER TECHNICAL EDUCATION /
ARTS & CULTURAL PROGRAMS

ROOMS IN (LR) ARE LOCATED IN THE LEARNING RESOURCE CENTER

**ANIM 101
VIRTUAL MEDIA: 3D MODELING AND TEXTURING**

4 Units/Advisory: READ 023 or appropriate assessment and ENGL 035 or ESL 198 or appropriate assessment.

Transfers to: CSU

This is an introductory course for all students interested in computer generated three-dimensional modeling and texturing. Students will learn techniques used to create virtual models of environments, buildings, machines, vehicles, people and animals, as used for computer animation, interactive games and design visualization. This course is appropriate and beneficial for all students in courses related to Graphic Arts (Multimedia, Illustration, Internet Web Design, Game Design and Film Production) and Industrial Design (Architectural, Automotive, Furniture, Clothing and Product Design). Students will be introduced to the concepts of isometric design drawing, working in virtual space, building and manipulating curves and surfaces, modeling 3-D objects, texturing surfaces, and managing data files.

Enrollment in Ticket #5002 is recommended for additional open lab time.

1985	TTh	11:15 AM-2:30 PM	DAWSON D	Rm LR116
1313	Sat	8:00 AM-2:40 PM	DAWSON D	Rm S307

**ANIM 110
VIRTUAL MEDIA: 3D ANIMATION AND SIMULATION**

4 Units/Advisory: DRAF 201 or previous course or industry experience with 3D solid or surface modeling software applications, READ 023 or appropriate assessment and ENGL 035 or ESL 198 or appropriate assessment.

Transfers to: CSU

This course develops students understanding of animated 3-D computer graphics creation. Students will learn how to create short animations by transforming virtual models and cameras, using interactive manipulation (animation) as well as through algorithms (simulation). This course is appropriate and beneficial for all students in courses related to Graphic Arts (Multimedia, Illustration, Internet Web Design, Game Design and Broadcast Media Production) and Industrial Design (Architectural, Automotive, Furniture, Clothing and Product Design). Students will be introduced to the Concepts of key frames, path animation, control rigging, animating anatomical or mechanical subject matter, nonlinear animation mixing, simulated forces, collisions and particle effects.

Enrollment in Ticket #5002 is recommended for additional open lab time.

1305	TTh	11:15 AM- 2:30 PM	DAWSON D	Rm LR116
1986	Sat	8:00 AM-2:40 PM	DAWSON D	Rm S307

**Learn Animation
This Fall!**

Day, evening and weekend
classes are available

ANIM 101	3D Modeling and Texturing
ANIM 110	Animation and Simulation
ANIM 120	Rendering and Compositing
ANIM 130	World Building for Game Development