

**Tech Express Articulation Agreement
Between
VALENCIA COLLEGE**

**A.S. degree in Digital Media Technology
and**

**THE SCHOOL BOARD OF ORANGE COUNTY, FLORIDA O/B/O
ORANGE TECHNICAL COLLEGE**

**Digital Cinema Production
Digital Video Technology
3-D Animation Technology
Game/Simulation/Animation Visual Design
Game/Simulation/Animation Audio Video Effects
Modeling Simulation Design
Web Development**

In a continuing effort to provide career ladder opportunities for students in career and technical education programs, Valencia College agrees to extend full college credit at no cost to eligible students who have completed one of the following articulated programs at Orange Technical College and met all of the requirements.

COURSE EQUIVALENCY IN SPECIALIZED COURSES

ORANGE TECHNICAL COLLEGE

VALENCIA COLLEGE PROGRAM

(Based on Portfolio Assessment)

Digital Cinema Production
(1050 Hours)

Digital Media Technology A.S. Degree (Up to 22 Credits)

DIG 2030C Digital Video and Sound (3 Credits)

DIG 2430C Digital Storytelling (3 credits)

DIG 2284C Advanced Video and Sound (3 credits)

DIG 2341C Intro to Motion Graphics (3 credits)

DIG 2342 Advanced Motion Graphics (3 credits)

DIG 2302C Intro to 3-D Motion Graphics (3 credits)

DIG 2292C Digital Post-Production (3 credits)

DIG 2580C Portfolio Review (1 credit)

ORANGE TECHNICAL COLLEGE

VALENCIA COLLEGE PROGRAM

(Based on Portfolio Assessment)

Digital Video Technology
(900 Hours)

Digital Media Technology A.S. Degree (Up to 10 Credits)

DIG 2030C Digital Video and Sound (3 Credits)

DIG 2109C Digital Imaging (3 credits)

DIG 2430C Digital Storytelling (3 credits)

DIG 2580C Portfolio Review (1 credit)

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Valencia College and Orange Technical College
Digital Media programs – Page 2**

ORANGE TECHNICAL COLLEGE

VALENCIA COLLEGE PROGRAM

(Based on Portfolio Assessment)

**Game/Simulation/Animation – Visual
Design (600 Hours)**

Digital Media Technology A.S. Degree (Up to 9 credits)

3-D Animation Technology (1050 Hours)

DIG 2341 Introduction to Motion Graphics (3 credits)

Modeling Simulation Design (1500 Hours)

DIG 2302C Introduction to 3-D Motion Graphics (3 cr)

DIG 2109 Digital Imaging Fundamentals (3 credits)

ORANGE TECHNICAL COLLEGE

VALENCIA COLLEGE PROGRAM

(Based on Portfolio Assessment)

**Game/Simulation/Animation -
Audio/Video Effects
(600 Hours)**

Digital Media Technology A.S. Degree (Up to 9 credits)

DIG 2341 Introduction to Motion Graphics (3 credits)

DIG 2109 Digital Imaging Fundamentals (3 credits)

DIG 2030 Digital Video and Sound (3 credits)

ORANGE TECHNICAL COLLEGE

VALENCIA COLLEGE PROGRAM

(Based on Portfolio Assessment)

**Web Development
(1050 Hours)**

Digital Media Technology A.S. Degree (Up to 5 credits)

DIG 2100 Web Essentials (2 credits)

DIG 1102C Introduction to Web Programming (3 credits)

MAXIMUM AWARD OF CREDIT

This agreement makes it possible for a student to receive five to twenty-two (5-22) semester hours of college credit towards the Digital Media Technology A.S. degree program at Valencia College which is in accordance with commonly accepted good practice in higher education.

ASSESSMENT AND COURSE EQUIVALENCY

Valencia and Orange Technical College faculty and staff with responsibility for supervision and coordination of the articulated programs have reviewed and assessed the program curriculum for alignment of learning outcomes and determined that the learning outcomes, performance standards, and assessment procedures meet the college standards for college credit course work.

The following materials were reviewed to align the program learning outcomes and determine the equivalency of the content and course work to be articulated: *(curriculum frameworks, samples of instructional materials, syllabi with learning outcomes, various assignments and assessments, and textbooks).*

VALIDATION MECHANISM

The validation mechanism for awarding college credit is based on the following student assessments that are identified for each articulated program: *(portfolio review, special projects, performance-based, industry certifications/licensure, written assessments skills inventory assessments or a combination).*

TRANSFERRING PROCESS

To receive college credit for the articulated programs completed at Orange Technical College, transferring students must meet the following requirements:

1. Meet with the Tech Express advisor as part of the Exit process for graduation from Orange Technical College to review and prepare documentation for transition to Valencia College.
2. Apply for admission to Valencia College and meet the College entrance requirements (Tech Express advisors can assist students with this process).
3. Submit a completed Valencia College application for admission, satisfy the requirements for Degree-Seeking Status, including submission of all official transcripts, and declare a major in the articulated program.
4. Be accepted into Valencia within three years of completing the Orange Technical College program. (*Note: If it's been longer than 3 years, an exception will be considered if the student can demonstrate they have current industry knowledge (i.e. through an employer letter, etc.)*)
5. Complete orientation and comply with the appropriate placement, course prerequisites and requirements of the college.
6. Following enrollment at the college, student must meet with Valencia's Career Program Advisor to review and verify all of the required documentation that has been submitted, and determine eligibility. (*Students must submit their official transcripts verifying completion of the articulated program, as well as all of the documentation that is required for evaluation of their assessment(s) identified below before the college credit can be awarded*).

Required Student Assessments:

- **3-D Animation Technology**
- **Game/Simulation/Animation - Visual Design**
- **Modeling Simulation Design**

Students must present an acceptable portfolio of work (identified in Addendum B of this agreement to be assessed and evaluated by the Digital Media Technology Program Chair.

- **Game/Simulation/Animation - Audio Video Effects**
Students must present an acceptable portfolio of work (identified in Addendum C) of this agreement to be assessed and evaluated by the Digital Media Technology Program Chair.
- **Digital Cinema Production**
Students must present an acceptable portfolio of work (identified in Addendum D) of this agreement to be assessed and evaluated by the Digital Media Technology Program Chair.

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- **Digital Video Technology**

Students must present an acceptable portfolio of work (identified in Addendum A) of this agreement to be assessed and evaluated by the Digital Media Technology Program Chair.

- **Web Development**

Students must present an acceptable portfolio of work (identified in Addendum E) of this agreement to be assessed and evaluated by the Digital Media Technology Program Chair.

7. After reviewing the required documentation and evaluating the approved assessments(s), the Valencia Career Program Advisor or Program Chair for the articulated program will determine eligibility, and notify the Registrar's Office of acceptable credit to be awarded. *(Credit will be awarded after the drop/add date, and the evaluation process has been completed).*

TERMS OF AGREEMENT

This agreement will be reviewed on an ongoing basis to ensure that it remains current and up-to-date. The Valencia Tech Express Advisors will work collaboratively with the Orange Technical College and Valencia College faculty and staff to stay informed of any curriculum/program changes that may impact this agreement and require it to be modified or terminated. If it is determined that an agreement needs to be modified or terminated due to program changes, both institutions will be notified accordingly.

**ADDENDUM A
PORTFOLIO ASSESSMENT
for
DIGITAL VIDEO TECHNOLOGY
(Up to 10 credits)**

DIG 2030C – Digital Video and Sound (3 credits)

- Using one or more projects, students should provide at least 90 seconds of video that demonstrates their ability to do the following: control camera exposure, color and camera movements, set up 3-point lighting, capture usable audio, and the ability to tell a story through media acquisition and video editing.

DIG 2109C – Digital Imaging (3 credits)

- Using one or more projects, students should provide examples of image correction and image compositing and one or more of the following: 3D asset creation, vector illustration, animated image creation, sliced /interactive image creation.

DIG 2430C – Digital Storytelling (3 credits)

- Students should provide examples of the following: short narrative scripts or screen plays, storyboards, shot lists, lined coverage scripts and beat breakdowns of scripts.

DIG 2580C – Portfolio Review (1 credit)

- Students should provide examples of their personal brand, including items like business cards, resumes, cover letters, demo reels and online portfolios.

ADDENDUM B
PORTFOLIO ASSESSMENT
for
3-D ANIMATION TECHNOLOGY
GAME/SIMULATION/ANIMATION - VISUAL DESIGN
MODELING SIMULATION DESIGN
(Up to 9 credits)

DIG 2341C – Intro to Motion Graphics (3 credits)

- Using one or more projects, students should provide examples of produced motion graphics and static image slicing / prep for animation.

DIG 2302C – Intro to 3-D Motion Graphics (3 credits)

- Using one or more projects, students should provide examples of produced 3D motion graphics demonstrating vector / spline modeling, applied materials and textures, the use of virtual lights and cameras, and the ability to use cloning and/or particle systems.

DIG 2109C – Digital Imaging (3 credits)

- Using one or more projects, students should provide examples of image correction and image compositing and one or more of the following: 3D asset creation, vector illustration, animated image creation, sliced /interactive image creation.

ADDENDUM C
PORTFOLIO ASSESSMENT
for
GAME/SIMULATION/ANIMATION - AUDIO VIDEO EFFECTS
(Up to 9 credits)

DIG 2341C – Intro to Motion Graphics (3 credits)

- Using one or more projects, students should provide examples of produced motion graphics and static image slicing / prep for animation.

DIG 2109C – Digital Imaging (3 credits)

- Using one or more projects, students should provide examples of image correction and image compositing and one or more of the following: 3D asset creation, vector illustration, animated image creation, sliced /interactive image creation.

DIG 2030C – Digital Video and Sound (3 credits)

- Using one or more projects, students should provide at least 90 seconds of video that demonstrates their ability to do the following: control camera exposure, color and camera movements, set up 3-point lighting, capture usable audio, and the ability to tell a story through media acquisition and video editing.

ADDENDUM D
PORTFOLIO ASSESSMENT
for
DIGITAL CINEMA PRODUCTION
(Up to 22 credits)

DIG 2030C – Digital Video and Sound (3 credits)

Using one or more projects, students should provide at least 90 seconds of video that demonstrates their ability to do the following: control camera exposure, color and camera movements, set up 3-point lighting, capture usable audio, and the ability to tell a story through media acquisition and video editing.

DIG 2430C – Digital Storytelling (3 credits)

Students should provide examples of the following: short narrative scripts or screen plays, storyboards, shot lists, lined coverage scripts and beat breakdowns of scripts.

DIG 2580C – Portfolio Review (1 credit)

Students should provide examples of their personal brand, including items like business cards, resumes, cover letters, demo reels and online portfolios.

DIG 2341C – Intro to Motion Graphics (3 credits)

Using one or more projects, students should provide examples of produced motion graphics and static image slicing / prep for animation.

DIG 2302C – Intro to 3-D Motion Graphics (3 credits)

Using one or more projects, students should provide examples of produced 3D motion graphics demonstrating vector / spline modeling, applied materials and textures, the use of virtual lights and cameras, and the ability to use cloning and/or particle systems.

DIG 2284C – Digital Video and Sound (3 credits)

Using one or more projects, students should provide at least 90 seconds of video that demonstrates their ability to do narrative video, meaning a video with pre-planned characters, locations, and scenarios. The requirements of DIG 2030C are also applied to projects intended to earn credit for DIG 2284C.

DIG 2342C – Intro to Motion Graphics (3 credits)

Using one or more projects, students should provide examples of advanced motion graphics such as:

- graphics using particles, repeaters, replicators, or generators
- graphics which incorporate photorealistic images and live video
- examples of kinetic typography
- graphics designed to be shown across multiple frames or on non-traditional frames.

(The requirements of DIG 2341C are also applied to projects intended to earn credit for DIG 2342C).

DIG 2292C – Digital Video and Sound (3 credits)

Using one or more projects, students should provide at least 90 seconds of video that demonstrates their ability to edit video. It's recommended that students include examples of narrative editing, ENG / documentary editing, and multi-camera / multi-source editing. Additionally, students should include examples of their ability to do primary and secondary color correction as well as screen captures that demonstrate their media management. The requirements of DIG 2030C are also applied to projects intended to earn credit for DIG 2922C.

**ADDENDUM E
PORTFOLIO ASSESSMENT
for
WEB DEVELOPMENT
(Up to 5 credits)**

DIG 2100C – Web Essentials (2 credits)

- Using one or more projects, students should provide at least one HTML site linked to a CSS document. The HTML document should link to at least one image, one internal or external link. The HTML document should demonstrate good structure, standards compliance, comprehension of the box model, divs and columns. All styling elements for the site should be controlled by the CSS. Additionally, the student should include a set of folders that demonstrate their knowledge of website file structure.

DIG 1102C – Intro to Web Programming (3 credits)

- Using one or more projects, students should provide a website that includes at least one HTML document, one CSS document, and one JavaScript document. The site should be interactive and demonstrate the student's ability to manipulate the DOM using JavaScript. Some common examples might include interactive quizzes, random number or text generators, or calculators. Additionally, the student should include a set of folders that demonstrate their knowledge of website file structure. The requirements of DIG 2100C are also applied to projects intended to earn credit for DIG 1102C.