

NASSAU COMMUNITY COLLEGE

NEXUS

Your College Connection

NASSAU ON THE CUTTING EDGE OF MULTIMEDIA DIGITAL TECHNOLOGY

For several years, art and technology have been converging. Nassau Community College has been at the forefront of this wave, offering certificates in Desktop Publishing & Design and Website Design, as well as an A.A.S. degree in Commercial Art: Digital Technologies. Students in these programs take such courses as Graphics Design, Digital Imaging, Digital Video & Special Effects, 3D Modeling, 3D Animation and Web Design. Currently, there are over 500 students enrolled in more than 40 sections of 16 computer graphics classes.

Computer Generated Imagery (CGI) is used for a variety of applications, for everything from information seeking online, to watching videos and playing Internet games, to social interaction and staying connected through such things as Facebook and email. Now, according to a recent survey by the Pew Research Center, these technological advancements are being used more and more in the palms of peoples' hands. The 2010 survey found that 35 percent of American adults owned a smartphone device—an iPhone, Android, etc. Internet access was critical to



Prof. Jason Gorman of the Art Department advises a student.



"Macky," a 3D animation designed by NCC Art students.

smartphone owners: 87 percent of those surveyed accessed the Web or email on their phone, with 68 percent of that group accessing such information on a daily basis. Nearly 25 percent of smartphone owners said that their phone was the primary Internet connection in their lives, rather than the traditional desktop computer or laptop. These statistics will only increase in the future, as will the number and type of digital applications used. Employee demand will rise accordingly. Therefore, demand for the latest in multimedia courses will continue to grow.

Art Department Prof. Jason Gorman and his multimedia students' involvement in a recent international competition is a case in point. Students in college-level multimedia courses were asked to design a 3D video game application for a smartphone from the ground up. "We not only finished a 3D mobile game in two months, but also participated in a student online community forum, created a marketing website for

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