

SCHOOL OF DESIGN AND ARTS-NEW MEDIA CLUSTER
SPECIFIC COURSE REQUIREMENTS FOR ONLINE COURSES
2nd TERM AY 2020-2021



virtual benilde

Students will manage with a standard desktop computer or laptop (with camera, speaker and microphone), any word processing tool, spreadsheet program, & presentation software, and reliable internet connection. In addition, the following courses, however, require a little bit more because of its nature. You will need to have these before the term begins in January 2021. For inquiries and clarifications, please email your respective Program Chairperson whose contact information is at the end of this document.

NOTE: ALL Physical Education Courses (i.e. PEONEPF, PETWODA, PETRIID and PEFORTS) and most laboratory courses conducted online will require a **notarized waiver agreement** and a copy of any valid ID of your parent/guardian (e.g. driver's license, passport bio-page, Senior Citizen's card, other government IDs). You may use one (1) waiver covering all other courses enrolled in so long as all the relevant Course Codes are listed on the first paragraph. Please request for a copy of the waiver agreement from your respective Program Chairperson.

SDA-NMC
DIGITAL FILMMAKING

(FLMWRT) Fundamentals of Screenwriting for Film

- VLC Player

(FLMKULT) Ang Pelikula at Kulturang Popular

- VLC Player

(FLMTHEO) Film Theory and Global Cinematic Movements

- VLC Player

(FLMCINM) Fundamentals of Cinematography

- Google Meet
- Any camera with a manual mode (any DSLR), and any 3 light fixtures

(FLMPOST) Fundamentals of Film Postproduction

- Minimum requirements: Apple [mac OS 10.15 Catalina, mac OS 10.14 mojave, or mac OS 10.13 High Sierra] PC [Microsoft Windows 10 964-bit) or Microsoft Windows 8 (64-bit) Processor (4th Generation Intel Core Processors or AMD equivalent] RAM (4GB; 8GB recommended) Graphics Card [NVIDIA GeForce 600 (Kepler) series 2012 or AMD Radeon R5 240 2013 or Intel HD Graphics 5000 (GT3) 2013 and Video Memory 1GB minimum (2GB or more required for 4K UHD)
- HitFilm Express (free editing software)

(FLMDOCU) Fundamentals of Documentary and Non-Fiction Production

- Any editing software
- Any camera (cellphone, mirrorless camera, while DSLR is recommended), microphone (recommended by not required), lighting (recommended but not required)
- Waiver

(FLSELEC-FLSCONT) Serial and Continuing Narratives

- VLC player
- Netflix Subscription

(FLMELEC-FLECORP) Corporate and Non-Cinematic Filmmaking

- VLC player; any editing software
- Any camera (cellphone, mirrorless camera, DSLR is recommended)

(FLMELEC-FLEMSTER) Masters of the Cinematic Arts

- VLC player

(FLMPRO2) Film Production 2

- Any editing software
- Any camera (DSLR is recommended), lights and microphone (recommended)
- Waiver

(VFXDESI) Visual Effects Design

- Minimum requirements: Apple [mac OS 10.15 Catalina, mac OS 10.14 mojave, or mac OS 10.13 High Sierra] PC [Microsoft Windows 10 964-bit) or Microsoft Windows 8 (64-bit) Processor (4th Generation Intel Core Processors or AMD equivalent] RAM (4GB; 8GB recommended) Graphics Card [NVIDIA GeForce 600 (Kepler) series 2012 or AMD Radeon R5 240 2013 or Intel HD Graphics 5000 (GT3) 2013 and Video Memory 1GB minimum (2GB or more required for 4K UHD)
- HitFilm Express (free editing software)

(FLOIFLM) Introduction to and Appreciation of Film

- VLC Player

SDA-NMC
AB ANIMATION

(ANIMBIZ) Business of Animation

- Google Drive/ Sheets/ Slides
- Sketchbook, drawing/painting materials

(ANI-OJT) Animation on the Job Training

- High powered Laptop/ Desktop Hardware Requirement/ Equivalent:
 - 64 bit Intel 6th Gen Processor
 - 64 bit Windows 10
 - 2 GB VRAM
 - 8GB RAM"
- Adobe CC (Photoshop, Illustrator, Animate, After effects, Premiere) Toonboom Harmony, Storyboard Pro
- Sketchbook, drawing/painting materials

(ANIPRE1) Animation Project Pre-production 1

- High powered Laptop/ Desktop Hardware Requirement/ Equivalent:
 - 64 bit Intel 6th Gen Processor
 - 64 bit Windows 10
 - 2 GB VRAM
 - 8GB RAM"
- Adobe CC (Photoshop, Illustrator, Animate, After effects, Premiere) Toonboom Harmony, Storyboard Pro
- Sketchbook, drawing/painting materials

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SDA-NMC
AB ANIMATION

(ANIPRE2) Animation Project Pre-production 2

- High powered Laptop/ Desktop Hardware Requirement/ Equivalent:
 - 64 bit Intel 6th Gen Processor
 - 64 bit Windows 10
 - 2 GB VRAM
 - 8GB RAM"
- Adobe CC (Photoshop, Illustrator, Animate, After effects, Premiere) Toonboom Harmony, Storyboard Pro
- Sketchbook, drawing/painting materials

(ANIPRO1) Animation Project Production 1

- High powered Laptop/ Desktop Hardware Requirement/ Equivalent:
 - 64 bit Intel 6th Gen Processor
 - 64 bit Windows 10
 - 2 GB VRAM
 - 8GB RAM"
- Adobe CC (Photoshop, Illustrator, Animate, After effects, Premiere) Toonboom Harmony, Storyboard Pro
- Sketchbook, drawing/painting materials

(ANIPRO2) Animation Project Production 2

- High powered Laptop/ Desktop Hardware Requirement/ Equivalent:
 - 64 bit Intel 6th Gen Processor
 - 64 bit Windows 10
 - 2 GB VRAM
 - 8GB RAM"
- Adobe CC (Photoshop, Illustrator, Animate, After effects, Premiere) Toonboom Harmony, Storyboard Pro
- Sketchbook, drawing/painting materials

(ANIPOS1) Animation Project Post production 1

- High powered Laptop/ Desktop Hardware Requirement/ Equivalent:
 - 64 bit Intel 6th Gen Processor
 - 64 bit Windows 10
 - 2 GB VRAM
 - 8GB RAM"
- Adobe CC (Photoshop, Illustrator, Animate, After effects, Premiere) Toonboom Harmony, Storyboard Pro
- Sketchbook, drawing/painting materials

(ANIPOS2) Animation Project Post production 2

- High powered Laptop/ Desktop Hardware Requirement/ Equivalent:
 - 64 bit Intel 6th Gen Processor
 - 64 bit Windows 10
 - 2 GB VRAM
 - 8GB RAM"
- Adobe CC (Photoshop, Illustrator, Animate, After effects, Premiere) Toonboom Harmony, Storyboard Pro
- Sketchbook, drawing/painting materials

(ANPRTFL) Animation Portfolio Production

- High powered Laptop/ Desktop Hardware Requirement/ Equivalent:
 - 64 bit Intel 6th Gen Processor
 - 64 bit Windows 10
 - 2 GB VRAM
 - 8GB RAM"
- Adobe CC (Photoshop, Illustrator, Animate, After effects, Premiere) Toonboom Harmony, Storyboard Pro
- Sketchbook, drawing/painting materials

(3DSCRIG-OPELEC1) 3D Sculpting and Rigging

- High powered Laptop/ Desktop Hardware Requirement/ Equivalent:
 - 64 bit Intel 6th Gen Processor
 - 64 bit Windows 10
 - 2 GB VRAM
 - 8GB RAM"
- Blender
- Sketchbook, drawing/painting materials

3DANVFX (OPELEC1) 3D Visual Effects

- High powered Laptop/ Desktop Hardware Requirement/ Equivalent:
 - 64 bit Intel 6th Gen Processor
 - 64 bit Windows 10
 - 2 GB VRAM
 - 8GB RAM"
- Blender and Autodesk Maya
- Sketchbook, drawing/painting materials

(2DADVAN-OPELEC1) Advanced 2D Animation

- High powered Laptop/ Desktop Hardware Requirement/ Equivalent:
 - 64 bit Intel 6th Gen Processor
 - 64 bit Windows 10
 - 2 GB VRAM
 - 8GB RAM"
- Adobe CC (Photoshop, Illustrator, Animate, After effects, Premiere) Toonboom Harmony, Storyboard Pro
- Sketchbook, drawing/painting materials

(ANIFILM) Film Language for Animation

- Google Drive/ Sheets/ Slides
- Sketchbook, drawing/painting materials

(NMSOCIE) New Media and Society

- Google Drive/ Sheets/ Slides
- Sketchbook, drawing/painting materials

(NMSTORY) New Media Storytelling

- Google Drive/ Sheets/ Slides
- Sketchbook, drawing/painting materials

(ANIPROJ) Animation Project

- Google Drive/ Sheets/ Slides
- Sketchbook, drawing/painting materials

(NMENTREP) New Media Entrepreneurship

- Google Drive/ Sheets/ Slides
- Sketchbook, drawing/painting materials

(ANANTMY) Human and Animal Anatomy

- Google Drive/ Sheets/ Slides
- Sketchbook, Sketchpad (12x18) drawing/painting materials

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SDA-NMC
AB ANIMATION

(ANIMLAY) Layout for Animation

- High powered Laptop/ Desktop Hardware Requirement/ Equivalent:
 - 64 bit Intel 6th Gen Processor
 - 64 bit Windows 10
 - 2 GB VRAM
 - 8GB RAM"
- Adobe Photoshop
- Sketchbook, drawing/painting materials

(ANIMPRN) Animation Principles

- High powered Laptop/ Desktop Hardware Requirement/ Equivalent:
 - 64 bit Intel 6th Gen Processor
 - 64 bit Windows 10
 - 2 GB VRAM
 - 8GB RAM"
- Adobe Animate or Rough Animator (iPad Pro)
- Sketchbook, drawing/painting materials

(ANIMEXP) Experimental Animation

- Tablet/ Mobile Phone with Tripod
- Stopmotion Studio (App)
- Sketchbook, drawing/painting materials

(ANIPROD1) Animation Thesis Production 1

- High powered Laptop/ Desktop Hardware Requirement/ Equivalent:
 - 64 bit Intel 6th Gen Processor
 - 64 bit Windows 10
 - 2 GB VRAM
 - 8GB RAM"
- Adobe CC (Photoshop, Illustrator, Animate, After effects, Premiere) Toonboom Harmony, Storyboard Pro
- Sketchbook, drawing/painting materials

(ANICOMP) Compositing for Animation

- High powered Laptop/ Desktop Hardware Requirement/ Equivalent:
 - 64 bit Intel 6th Gen Processor
 - 64 bit Windows 10
 - 2 GB VRAM
 - 8GB RAM"
- Adobe CC (Photoshop, Illustrator, Animate, After effects, Premiere) Toonboom Harmony, Storyboard Pro
- Sketchbook, drawing/painting materials

(ANIFLSH) Flash Animation

- High powered Laptop/ Desktop Hardware Requirement/ Equivalent:
 - 64 bit Intel 6th Gen Processor
 - 64 bit Windows 10
 - 2 GB VRAM
 - 8GB RAM"
- Adobe Animate
- Sketchbook, drawing/painting materials

(ANIMRES) Research for Animation

- Google Drive/ Sheets/ Slides
- Sketchbook, drawing/painting materials

(ANIPREP) Animation Thesis Production

- High powered Laptop/Desktop/Tablet
- Adobe CC (Photoshop, Illustrator, Animate, After effects, Premiere) Toonboom Harmony, Storyboard Pro
- Sketchbook, drawing/painting materials

(NMPHCUL) Philippine Culture and Society

- Google Drive/ Sheets/ Slides
- Sketchbook, drawing/painting materials

(ANVIDEV) Visual Development

- High powered Laptop/ Desktop Hardware Requirement/ Equivalent:
 - 64 bit Intel 6th Gen Processor
 - 64 bit Windows 10
 - 2 GB VRAM
 - 8GB RAM"
- Adobe Photoshop
- Sketchbook, drawing/painting materials

(ANICHAR) Character Design for Animation

- High powered Laptop/Desktop/Tablet
- Adobe Photoshop and Autodesk Maya
- Sketchbook, drawing/painting materials

(ANLFDWR) Life Drawing for Animation

- Google Drive/ Sheets/ Slides
- Sketchbook, Sketchpad, drawing/painting materials

(3DASSET) 3D Asset for Animation

- High powered Laptop/ Desktop Hardware Requirement/ Equivalent:
 - 64 bit Intel 6th Gen Processor
 - 64 bit Windows 10
 - 2 GB VRAM
 - 8GB RAM"
- Adobe Photoshop and Autodesk Maya
- Sketchbook, drawing/painting materials

(2D-DIGI) 2D Digital Animation

- High powered Laptop/ Desktop Hardware Requirement/ Equivalent:
 - 64 bit Intel 6th Gen Processor
 - 64 bit Windows 10
 - 2 GB VRAM
 - 8GB RAM"
- Toonboom Harmony and Storyboard Pro
- Sketchbook, drawing/painting materials

(ANSOUND) Sound Design for Animation

- High powered Laptop/ Desktop Hardware Requirement/ Equivalent:
 - 64 bit Intel 6th Gen Processor
 - 64 bit Windows 10
 - 2 GB VRAM
 - 8GB RAM"
- Microphone/headphones with mic
- Adobe Audition or Audacity
- Sketchbook, drawing/painting materials

(3DADVAN) Advanced 3D Animation

- High powered Laptop/ Desktop Hardware Requirement/ Equivalent:
 - 64 bit Intel 6th Gen Processor
 - 64 bit Windows 10
 - 2 GB VRAM
 - 8GB RAM"
- Blender or Autodesk Maya
- Sketchbook, drawing/painting materials

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SDA-NMC
MULTIMEDIA ARTS

(MCOLORT) Color Theory

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Adobe Photoshop, Adobe Illustrator, and Adobe InDesign for discussions but students are free to use other graphic design software to produce deliverables.
- Notebooks to be used as creative journals (can be blank, lined, grid, or dotted, and will be used for sketching), graphic pens, pencils, coloring pencils and/or colored markers

(MELPRIN) Elements and Principles of Design

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Adobe Photoshop, Adobe Illustrator, and Adobe InDesign for discussions but students are free to use other graphic design software to produce deliverables.
- Notebooks to be used as creative journals (can be blank, lined, grid, or dotted, and will be used for sketching), graphic pens, pencils, coloring pencils and/or colored markers

(MFDRWG1) Drawing 1: Basic Form and Shape

- Drawing Pad (A3 or 12"x 18", recommended brand in Canson)
- Blank notebook (minimum size is 6"x9")
- Lots of scratch paper for practice and drills
- Pencils: 1 pc 3H or 4H pencil, 1 pc 5B or 6B pencil, 1 pc HB or F pencil
- Three drawing pens (brands: UniPin, Faber Castell Ecco Pigment, or similar) - .01 or .02, .04 or .05, and .08 or 1.0,
- Eraser and sharpener, 12" ruler (metal is preferred but plastic is okay)
- 6" to 8" ruler (optional. metal is preferred but plastic is okay)
- Substitute in case students cannot purchase from a bookstore:
 - Lots of scratch paper of office bond for practice and drills.
 - Three pencils No. 3, No. 2, and No. 1
 - Black ballpoint pen
 - Eraser and sharpener
 - 12" ruler (metal is preferred but plastic is okay)"

(MFDRWG2) Drawing 2: Figure Drawing

- Drawing Pad (A3 or 12" x 18", recommended brand in Canson)
- Blank notebook (minimum size is 6"x9")
- Lots of scratch paper for practice and drills
- Pencils: 1 pc 3H or 4H pencil, 1 pc 5B or 6B pencil, 1 pc HB or F pencil.
- Three drawing pens (brands: UniPin, Faber Castell Ecco Pigment, or similar) - .01 or .02, .04 or .05, and .08 or 1.0,
- Eraser and sharpener, 12" ruler (metal is preferred but plastic is okay)
- 6" to 8" ruler (optional. metal is preferred but plastic is okay)
- Substitute in case students cannot purchase from a bookstore:
 - Lots of scratch paper of office bond for practice and drills.
 - Three pencils No. 3, No. 2, and No. 1
 - Black ballpoint pen
 - Eraser and sharpener
 - 12" ruler (metal is preferred but plastic is okay)

(MHISGRP) History of Graphic Design

- Notebooks or journals, sketchpad, pencils, coloring materials (ex: crayons, colored pencils, watercolor, etc.), graphic pens, 1/8 illustration boards, glue, scissors or cutter, eraser, and sharpener

(MINTRMA) Multimedia Arts: An Introduction

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Adobe Photoshop, Adobe Illustrator or any other available graphic design software for assets creation

(MM2DANI) 2D Animation for Multimedia

- Processor i7, At least 16GB RAM (32GB recommended), video card NVIDIA QUADRO models
- Adobe Animate
- Drawing tablet

(MM3DANI) 3D Animation for Multimedia

- Processor i7, At least 16GB RAM (32GB recommended), video card NVIDIA QUADRO models
- Autodesk 3DS Max
- Three-button mouse

(MMACAP1) Multimedia Capstone Project 1

- Processor i7, At least 16GB RAM (32GB recommended), video card NVIDIA QUADRO models
- Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe Premier Pro, Adobe AfterEffects or any other available multimedia software to produce the deliverables.
- Web hosting and domain account (for web projects)

(MMAUDPR) Digital Audio Production

- i7, At least 8GB RAM, 2 or more drives (1 drive dedicated to OS; files should be stored in a separate drive), At least 500GB Storage SSD, Audio-Technica ATH-M20X Headphones, iRig Mic HD2
- Any smartphones or tablets with audio recording capability
- Mini Shotgun microphone: BOYA BY-MM1 (can be purchased in Lazada)
- Wired Lapel microphone: BOYA BY-LM20 (can be purchased in Lazada)
- Pro Tools First, Adobe Audition or any sound editing software available
- Any of these are allowed (most of these are free and downloadable online): Garage Band - audio for video and audio production (free for all mac users); Reaper (PC); Band Lab (ios and android) - audio production only; HITFILM EXPRESS (PC) - audio for video, video, motion, effects, graphics production

(MMFFVID) Fundamentals of Film & Video

- Processor i7, At least 16GB RAM (32GB recommended), video card NVIDIA QUADRO models
- Adobe Premier, Adobe After Effects, Da Vinci Resolve or other video editing software
- Adobe Photoshop or other graphic design software for assets
- DSLR will be optional and smartphone cameras are allowed.

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SDA-NMC
MULTIMEDIA ARTS

(MMINTDS) Interactive Media Design

- Processor i7, At least 16GB RAM (32GB recommended), video card NVIDIA QUADRO models
- Basic a-Frame with VR and Visual Studio Code (<https://code.visualstudio.com/>)
- Fast Internet Connect (DLS or FIBER)
- Three-button mouse
- Webcam

(MMPHOTO) Digital Photography

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Adobe Photoshop or any these recommended apps: ProCam X - Lite (by Imagi Mobile), ProCam - Manual Control Camera (by Loi Nguyen Van), or Focos (by Xiaodong Wang)
- DSLR will be optional and smartphone cameras are allowed.

(MMPOSTT) Post-production Techniques

- Processor i7, At least 16GB RAM (32GB recommended), video card NVIDIA QUADRO models
- Adobe Premier, Adobe After Effects, Da Vinci Resolve or other video editing software

(MMPUBLI) Multimedia Publishing

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Adobe Photoshop, Adobe Illustrator, and Adobe InDesign for discussions but students are free to use other other graphic design software to produce deliverables.
- Notebooks to be used as creative journals (can be blank, lined, grid, or dotted, and will be used for sketching), graphic pens, pencils, coloring pencils and/or colored markers

(MMTYPOG) Typography and Layout

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Adobe Photoshop, Adobe Illustrator, and Adobe InDesign for discussions but students are free to use other other graphic design software to produce deliverables
- Notebooks to be used as creative journals (can be blank, lined, grid, or dotted, and will be used for sketching), graphic pens, pencils, coloring pencils and/or colored markers

(M2DANIM) 2D Graphics and Animation

- Processor i7, At least 16GB RAM (32GB recommended), video card NVIDIA QUADRO models
- Adobe Animate
- Drawing tablet

(M3DANIM) 3D Graphics and Animation

- Processor i7, At least 16GB RAM (32GB recommended), video card NVIDIA QUADRO models
- Autodesk 3DS Max
- Three-button mouse

(MBSICAV) Basics of Audio and Video for Multimedia

- i7, At least 8GB RAM, 2 or more drives (1 drive dedicated to OS; files should be stored in a separate drive), At least 500GB Storage SSD, Audio-Technica ATH-M20X Headphones, iRig Mic HD2
- Pro Tools First, Adobe Audition or any sound editing software available
- Any of these are allowed (most of these are free and downloadable online): Garage Band - audio for video and audio production (free for all mac users); Reaper (PC); Band Lab (ios and android) - audio production only; HITFILM EXPRESS (PC) - audio for video, video, motion, effects, graphics production
- Mini Shotgun microphone: BOYA BY-MM1 (can be purchased in Lazada)
- Wired Lapel microphone: BOYA BY-LM20 (can be purchased in Lazada)
- DSLR will be optional and smartphone with cameras and audio recording are allowed.

(MDAUDIO) Basic Digital Audio for Multimedia Applications

- i7, At least 8GB RAM, 2 or more drives (1 drive dedicated to OS; files should be stored in a separate drive), At least 500GB Storage SSD, Audio-Technica ATH-M20X Headphones, iRig Mic HD2
- Pro Tools First, Adobe Audition or any sound editing software available
- Any of these are allowed (most of these are free and downloadable online): Garage Band - audio for video and audio production (free for all mac users); Reaper (PC); Band Lab (ios and android) - audio production only; HITFILM EXPRESS (PC) - audio for video, video, motion, effects, graphics production
- Mini Shotgun microphone: BOYA BY-MM1 (can be purchased in Lazada)
- Wired Lapel microphone: BOYA BY-LM20 (can be purchased in Lazada)
- Any smartphones or tablets with audio recording capability

(MDVIDEO) Basic Digital Video for Multimedia Applications

- Processor i7, At least 16GB RAM (32GB recommended), video card NVIDIA QUADRO models
- Adobe Premier, Adobe After Effects, Da Vinci Resolve or other video editing software
- DSLR will be optional and smartphone cameras are allowed
- DSLR will be optional and smartphone with cameras and audio recording are allowed.

(MGRAPH1) Introduction to Graphic Design and Multimedia

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Adobe Photoshop, Adobe Illustrator, and Adobe InDesign for discussions but students are free to use other graphic design software to produce deliverable

(MGRAPH2) Typography, Image, and Visual Communication

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Adobe Photoshop, Adobe Illustrator, and Adobe InDesign for discussions but students are free to use other graphic design software to produce deliverables

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SDA-NMC
MULTIMEDIA ARTS

(MGRAPH3) Graphic Communication and Digital Media

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Adobe Photoshop, Adobe Illustrator, and Adobe InDesign for discussions but students are free to use other graphic editing software to produce deliverables

(MINTER1) Interface Design for Multimedia Applications

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Notepad ++, Sublime, or Adobe Dreamweaver for coding. Adobe Photoshop, Adobe Illustrator or any graphic design software for asset creation
- Web domain and hosting account with cPanel and MySQL database

(MINTER2) Introduction to Multimedia Programming

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Visual Studio Code (<https://code.visualstudio.com/>)

(MINTER3) Interactive Applications for Online Media 1

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Notepad ++, Sublime, or Adobe Dreamweaver for coding. Adobe Photoshop, Adobe Illustrator or any graphic design software for asset creation
- Web domain and hosting account with cPanel and MySQL database

(MINTER4) Interactive Applications for Offline Digital Media

- Processor i7, At least 8GB RAM (16GB recommended), video card NVIDIA QUADRO models
- BASIC a-frame with VR
- For MacOS: download the Microsoft Remote Desktop <https://apps.apple.com/us/app/microsoft-remote-desktop/id1295203466?mt=12>
- Fast Internet Connect (DLS or FIBER)
- Three-button mouse
- Webcam

(MINTER5) Interactive Applications for Online Media 2

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Notepad ++, Sublime, or Adobe Dreamweaver for coding. Adobe Photoshop, Adobe Illustrator or any graphic design software for asset creation. Xampp for local access of WordPress
- Web domain and hosting account with cPanel and MySQL database

(MINTER6) Interactive Applications for Mobile Media

- Processor i7, At least 8GB RAM (16GB recommended), video card NVIDIA QUADRO models
- ADVANCE a-frame with VR
- Fast Internet Connect (DLS or FIBER)
- Three-button mouse
- Webcam
- Smartphone with Gyroscope
- VR Box with Bluetooth controller (optional but recommended [LAZADA PRODUCT \(CLICK\)](#))

(MMA-OJT) Multimedia Arts On the Job Training

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe Premier Pro, Adobe AfterEffects or any other available multimedia software to produce the deliverables

(MMAPORT) Multimedia Portfolio

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Adobe Creative Cloud or other multimedia related software (videos, graphics, illustrations) to produce portfolios

(MMAPRJ1) Multimedia Arts Culminating Project 1

- Adobe Photoshop, Adobe Illustrator, or any other available graphic design software for assets creation

(MMAPRJ2) Multimedia Arts Culminating Project 2

- Processor i7, At least 8GB RAM (16GB recommended), video card NVIDIA QUADRO models
- Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe Premier Pro, Adobe AfterEffects or any other available multimedia software to produce the deliverables
- Web domain and hosting account with cPanel and MySQL database

(MMAPRJ3) Multimedia Arts Culminating Project 3

- Processor i7, At least 8GB RAM (16GB recommended), video card NVIDIA QUADRO models
- Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe Premier Pro, Adobe AfterEffects or any other available multimedia software to produce the deliverables
- Web domain and hosting account with cPanel and MySQL database

(MMICONT) Interactive Content for Multimedia

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Adobe Photoshop, Adobe Illustrator, or any other available graphic design software for assets creation

(MMPRMAN) Project Management for Multimedia

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe Premier Pro, Adobe AfterEffects or any other available multimedia software to produce the deliverables

(MMSTRAM) Strategic Marketing and Positioning

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Adobe Photoshop, Adobe Illustrator, or any graphic design software to design marketing collaterals

(MSOCDES) Social Design

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe Premier Pro, Adobe AfterEffects or any other available multimedia software to produce the deliverables

(MADVERT) Multimedia Advertising

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Adobe Photoshop, Adobe Illustrator, and Adobe InDesign for discussions but students are free to use other graphic design software to produce deliverables

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SDA-NMC
MULTIMEDIA ARTS

(MVOXACT) Voice Acting for Multimedia

- i7, At least 8GB RAM, 2 or more drives (1 drive dedicated to OS; files should be stored in a separate drive), At least 500GB Storage SSD, Audio-Technica ATH-M20X Headphones, iRig Mic HD2
- Pro Tools First, Adobe Audition or any sound editing software available
- Adobe CC audio softwares, Bandlab Cakewalk, Adobe Audition and Premiere Pro for Windows. GarageBand and iMovie for Mac.
- For mobile devices, IK Multimedia iRig Recorder (both are compatible for iOS and Android)
- External microphones are optional

(MWEBANI) Web Animation

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Notepad ++, Sublime, or Adobe Dreamweaver for coding. Adobe Photoshop, Adobe Illustrator or any graphic design software for asset creation
- Web domain and hosting account with cPanel and MySQL database

(MMOGRAP) Motion Graphics and Compositing

- Processor i7, At least 16GB RAM (32GB recommended), video card NVIDIA QUADRO models
- Adobe Premier, Adobe After Effects, Da Vinci Resolve or other video editing software
- Adobe Photoshop or other graphic design software for assets
- DSLR will be optional and smartphone cameras are allowed

(MHYPERN) Hypernarratives for Multimedia

- Processor i7, At least 16GB RAM (32GB recommended), video card NVIDIA QUADRO models
- Adobe Premier, Adobe After Effects, Da Vinci Resolve or other video editing software
- Adobe Photoshop or other graphic design software for assets
- DSLR will be optional and smartphone cameras are allowed

(MMEADVR) Multimedia Advertising

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Adobe Photoshop, Adobe Illustrator, and Adobe InDesign for discussions but students are free to use other graphic design software to produce deliverables

(MMEVOIC) Voice Acting for Multimedia

- i7, At least 8GB RAM, 2 or more drives (1 drive dedicated to OS; files should be stored in a separate drive), At least 500GB Storage SSD, Audio-Technica ATH-M20X Headphones, iRig Mic HD2
- Pro Tools First, Adobe Audition or any sound editing software available
- Adobe CC audio softwares, Bandlab Cakewalk, Adobe Audition and Premiere Pro for Windows. GarageBand and iMovie for Mac
- For mobile devices, IK Multimedia iRig Recorder (both are compatible for iOS and Android)
- External microphones are allowed

(MMEHYPR) Hypernarratives for Multimedia

- Processor i7, At least 16GB RAM (32GB recommended), video card NVIDIA QUADRO models
- Adobe Premier, Adobe After Effects, Da Vinci Resolve or other video editing software
- Adobe Photoshop or other graphic design software for assets
- DSLR will be optional and smartphone cameras are allowed

(MMEPRMN) Project Management for Multimedia

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe Premier Pro, Adobe AfterEffects or any other available multimedia software to produce the deliverables

(MMESOCI) Social Design

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe Premier Pro, Adobe AfterEffects or any other available multimedia software to produce the deliverables

(MFEDIGM) Introduction to Digital Marketing

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Adobe Photoshop, Adobe Illustrator or any other available graphic design software to produce the deliverables

(MFEBWEB) Basic Web Design

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Notepad ++, Sublime, or Adobe Dreamweaver for coding. Adobe Photoshop, Adobe Illustrator or any graphic design software for asset creation
- Web domain and hosting account with cPanel and MySQL database

(MFEGRAP) Basic Computer Graphics

- Processor i5, At least 4GB RAM (8GB recommended), video card NVIDIA GeForce GTX models
- Adobe Photoshop, Adobe Illustrator, and Adobe InDesign for discussions but students are free to use other graphic design software to produce deliverables

**SCHOOL OF DESIGN AND ARTS-NEW MEDIA CLUSTER
SPECIFIC COURSE REQUIREMENTS FOR ONLINE COURSES
2nd TERM AY 2020-2021**

**SDA-NMC
AB PHOTOGRAPHY**

(PHOINTR) Introduction to Photography

- Digital Camera, Laptop/Tablet
- Adobe CC Photoshop and Lighthouse

(PHODIGI) Digital Imaging Software

- Digital Camera, Laptop/Tablet
- Adobe CC Photoshop and Lighthouse

(FILFOTO) Philippine Photography

- Digital Camera, Laptop/Tablet
- Adobe CC Photoshop and Lighthouse
- Word Processor

(BUSFOTO) Business of Photography

- Digital Camera, Laptop/Tablet
- Adobe CC Photoshop and Lighthouse
- Word Processor

(ADVDIGI) Advance Digital Photography

- Digital Camera, Laptop/Tablet
- Adobe CC Photoshop and Lighthouse

(PHOTOSH) Photoshop

- Digital Camera, Laptop/Tablet
- Adobe CC Photoshop and Lighthouse

(PHODOCU) Documentary Photography

- Digital Camera, Laptop/Tablet
- Adobe CC Photoshop and Lighthouse
- Waiver

(PHOFBRH) Food, Beverage, Restaurant and Hotel Photography

- Digital Camera, Laptop/Tablet
- Adobe CC Photoshop and Lighthouse
- Waiver

NOTE: If you do not find any of your enrolled course on this list, it means that you will manage with a standard desktop computer or laptop with any word processing tool (e.g. MS Word, Apple Pages, etc.), spreadsheet programs (e.g. MS Excel, Apple Numbers, etc.), presentation software (e.g. MS PowerPoint, Apple Keynote, etc.) and reliable internet connection.

For program-specific questions about the above-listed course requirements, please get in touch with your respective Program Chairperson or Program Officer-In-Charge.

School of Design and Arts - New Media Program Chairpersons

Animation Program	Mr. Patrick B. Astilla patrick.astilla@benilde.edu.ph
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