

Digital Media

Career Path

Program Overview

The *Digital Media* career path in the Commercial Graphics associate degree prepares students for careers as digital media specialists in the exciting new field of integrated electronic communication. The program is designed to provide training in design principles, color theory, drawing techniques, typography, digital photography, image manipulation, computer animation, interactive design, multimedia authoring and digital video editing.

Career Possibilities

Graduates will be able to qualify for entry-level employment positions as digital media technicians and interactive designers in many diverse industries such as entertainment, publishing, electronic games, education, marketing, e-commerce, corporate communication and consumer information delivery.

Technology and Facilities

The *Digital Media* program is designed to provide hands-on training with PowerPoint, Adobe Photoshop, Illustrator, Dreamweaver, Flash, Director, Authorware and 3ds Max on both Macintosh and PC platforms. In addition, students learn drawing techniques, design principles and color theory in a traditional studio environment.

72 Semester Credit Hours

Recommended Sequence of Courses

First Semester - Fall

ARV 110	Computer Graphics I	3
ARV 121	Design	3
ARV 161	Visual Communications Media	3
ARV 221	Interactive Media Design	3
ENG 101	English Composition I	3
		Total 15

Second Semester - Spring

ART 111	Basic Drawing I OR	
ARV 125	Drawing for Animators	3
ARV 123	Composition and Color	3
ARV 217	Computer Imagery I	3
ARV 219	Multimedia Techniques	3
CGC 106	Typography I	3
		Total 15

Third Semester - Summer

ARV 222	Computer Animation	3
ARV 227	Web Site Design I	3
ARV 212	Digital Photography	3
ART 101	Art History and Appreciation OR	
ART 105	Film as Art OR	
ART 107	History of Early Western Art OR	
ART 108	History of Western Art	3
		Total 12

Fourth Semester - Fall

Digital Media Elective		3
Digital Media Elective		3
FLM 148 Basic Editing		3
MAT 155	Contemporary Mathematics OR	
MAT 110	College Algebra OR	
MAT 120	Probability & Statistics OR	
MAT 170	Algebra, Geometry and	
SPC 205	Public Speaking	3
		Total 15

Fifth Semester - Spring

ARV 276	Studio Practicum I	3
ARV 280	Visual Arts Exit Portfolio	3
Digital Media Elective		3
Digital Media Elective		3
Social Science Elective		3
		Total 15

Student Name: _____

Student ID: _____

General Education Requirements

- _____ **ENG 101** English Composition I
(Need appropriate test scores.)
- _____ **MAT 155** Contemporary Mathematics
(Need appropriate test scores.)
(May substitute MAT 110 College Algebra or
MAT 120 Probability and Statistics or
MAT 170 Algebra, Geometry and Trigonometry)
- _____ **SPC 205** Public Speaking
(Need appropriate test scores.)

Humanities/Fine Art Electives

(Choose one course from the following list.)

- _____ **ART 101** Art History and Appreciation
- _____ **ART 105** Film as Art (Pre-req.: ENG 100)
- _____ **ART 107** History of Early Western Art
- _____ **ART 108** History of Western Art

Behavioral/Social Sciences Electives

(Choose one course from the following list.)

- _____ **ANT 101** General Anthropology
- _____ **ECO 210** Macroeconomics (Pre-req. MAT155,
MAT101 or app. Test scores)
- _____ **GEO 102** World Geography
- _____ **PSC 201** American Government
- _____ **PSC 215** State and Local Government
- _____ **PSC 220** Introduction to International Relations
- _____ **PSY 201** General Psychology
- _____ **SOC 101** Introduction to Sociology
- _____ **SOC 102** Marriage and the Family
- _____ **SOC 205** Social Problems
- _____ **SOC 210** Juvenile Delinquency
- _____ **SOC 230** Introduction to Gerontology

Digital Media Course Requirements

(45 Semester Credit Hours)

- _____ **ART 111** Basic Drawing I (Can be taken with any reading course.)
or **ARV 125** Drawing for Animators (Pre-req: ART 111*)
- _____ **ARV 110** Computer Graphics I
(Pre-req: student familiarity with basic computer functions and
computer file management.)
- _____ **ARV 121** Design
- _____ **ARV 123** Composition and Color Theory (Pre-req: ARV121*)
- _____ **ARV 161** Visual Communications Media
- _____ **ARV 212** Digital Photography (Pre-req: ARV 217*)
- _____ **ARV 217** Computer Imagery
(Pre-req: student familiarity with basic computer functions and
computer file management.)
- _____ **ARV 219** Multimedia Techniques
(Pre-req: student familiarity with basic computer functions and
computer file management.)
- _____ **ARV 221** Interactive Media Design
- _____ **ARV 222** Computer Animation
(Pre-req: student familiarity with basic computer functions and
computer file management.)
- _____ **ARV 227** Web Site Design I
(Pre-req: student familiarity with basic computer functions and
computer file management.)
- _____ **ARV 276** Studio Practicum
(Pre-req: 33 semester credit hours in ART, ARV and/or CGC
courses with a minimum GPA of 2.0)
- _____ **ARV 280** Visual Arts Exit Portfolio (This course should be taken
in the last semester. Student must successfully complete the required
Review in order to register for this course.)
- _____ **CGC 106** Typography I (Pre-req.: ARV 110* and ARV 121*)
- _____ **FLM 148** Basic Editing

Technical Digital Media Electives

(12 Semester Credit Hours/4 courses)

- _____ **ART 111** Basic Drawing I (Can be taken with any reading course.)
- _____ **ARV 125** Drawing for Animators (Pre-req.: ART 111*)
- _____ **ARV 210** Computer Graphics II (Pre-req: ARV 110*)
- _____ **ARV 218** Computer Imagery II
(Pre-req: ARV 110* & ARV 217*)
- _____ **ARV 220** Multimedia Presentations (Pre-req: ARV219*)
- _____ **ARV 223** 3D Animation I (Pre-req: ARV 217* or FLM168*)
- _____ **ARV 224** 3D Animation II (Pre-req: ARV 223*)
- _____ **ARV 225** Advanced Computer Animation
(Pre-req: ARV 222*)
- _____ **ARV 228** Web Site Design II
(Pre-req: ARV 217* & ARV 227*)
- _____ **ARV 229** Advanced Multimedia
(Pre-req: student familiarity with basic computer functions and
computer file management.)
- _____ **ARV 230** Visual Arts Business Procedures
(Pre-req: ARV161*)
- _____ **ARV 232** Digital Photography II (Pre-req: ARV212*)
- _____ **ARV 247** 3D Animation III
(Pre-req: ARV 217* or FLM 168*)
- _____ **ARV 248** 3D Animation IV (Pre-req: ARV247*)
- _____ **ARV 263** Special Projects in Computer Animation
(Pre-req: ARV 248*)
- _____ **CGC 110** Electronic Publishing (Pre-req: ARV 110*
or ARV 217*)
- _____ **CPT 101** Introduction to Computers OR
CPT 102 Basic Computer Concepts
- _____ **CWE** Co-Op Work Experience (5 hours = 1 credit)
- _____ **FLM 169** Advanced Post Production II

* = with a minimum grade of C