

# Graphic Design

## Career Path

### Program Overview

The *Graphic Design* career path in the Commercial Graphics associate degree prepares students for careers as commercial artists.

Commercial artists are involved in developing ideas into graphic forms using a variety of methods and media. The program is designed to provide training in design principles, color theory, drawing techniques, typography, photography, image manipulation, desktop publishing, pre-press procedures, Web site and advertising design as well as presentation techniques.

### Career Possibilities

Graduates will be able to qualify for entry-level employment positions as graphic designers for: the printing industry, newspapers, magazines, advertising agencies, production houses, corporations and educational institutions.

### Technology and Facilities

The *Graphic Design* program is designed to provide hands-on training with PowerPoint, Adobe Photoshop, Illustrator, InDesign, Acrobat and Dreamweaver software 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

<b>ART 111</b>	Basic Drawing I	3
<b>ARV 110</b>	Computer Graphics I	3
<b>ARV 121</b>	Design	3
<b>ARV 161</b>	Visual Communications Media	3
<b>ENG 101</b>	English Composition I	3
		Total 15

#### Second Semester - Spring

<b>ARV 123</b>	Composition and Color	3
<b>ARV 217</b>	Computer Imagery I	3
<b>ARV 219</b>	Multimedia Techniques	3
<b>CGC 106</b>	Typography I	3
<b>CGC 110</b>	Electronic Publishing	3
		Total 15

#### Third Semester - Summer

<b>ARV 114</b>	Photography I OR	
<b>ARV 212</b>	Digital Photography	3
<b>ARV 227</b>	Web Site Design I	3
<b>ART 101</b>	Art History and Appreciation OR	
<b>ART 105</b>	Film as Art OR	
<b>ART 107</b>	History of Early Western Art OR	
<b>ART 108</b>	History of Western Art	3
<b>CGC 210</b>	Advanced Electronic Publishing	3
		Total 12

#### Fourth Semester - Fall

<b>ARV 162</b>	Graphic Reproduction I	3
<b>ARV 261</b>	Advertising Design I	3
<b>Graphic Elective</b>		3
<b>SPC 205</b>	Public Speaking	3
<b>MAT 155</b>	Contemporary Mathematics OR	
<b>MAT 110</b>	College Algebra OR	
<b>MAT 120</b>	Probability & Statistics OR	
<b>MAT 170</b>	Algebra, Geometry and Trigonometry	3
		Total 15

#### Fifth Semester - Spring

<b>ARV 276</b>	Studio Practicum I	3
<b>ARV 280</b>	Visual Arts Exit Portfolio	3
Graphics <b>Elective</b>		3
Graphics <b>Elective</b>		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

**Graphic Design Course Requirements**

*(48 Semester Credit Hours)*

- \_\_\_\_\_ **ART 111** Basic Drawing I *(Can be taken with any reading course.)*
- \_\_\_\_\_ **ARV 110** Computer Graphics I *(Pre-req: student familiarity with  
basic computer functions and computer file management.)*
- \_\_\_\_\_ **ARV 114** Photography I  
\_\_\_\_\_ **or ARV 212** Digital Photography *(Pre-req: ARV217\*)*
- \_\_\_\_\_ **ARV 121** Design
- \_\_\_\_\_ **ARV 123** Composition and Color Theory *(Pre-req:ARV121\*)*
- \_\_\_\_\_ **ARV 161** Visual Communications Media
- \_\_\_\_\_ **ARV 162** Graphic Reproduction I  
*(Pre-req: ARV 217\*, CGC106\* & CGC 110\*)*
- \_\_\_\_\_ **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 227** Web Site Design I  
*(Pre-req: student familiarity with basic computer functions and  
computer file management.)*
- \_\_\_\_\_ **ARV 261** Advertising Design I  
*(Pre-req: ARV 217\*, CGC 106\* & CGC 110\*)*
- \_\_\_\_\_ **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-requisites: ARV 110\* & ARV  
121\* & Pre- or Co-req: CGC 110\*)*
- \_\_\_\_\_ **CGC 110** Electronic Publishing *(Pre-req: ARV 110\*  
or ARV 217\*)*
- \_\_\_\_\_ **CGC 210** Advanced Electronic Publishing *(Pre-req: CGC110\*)*

**Technical Graphic Design Electives**

*(9 Semester Credit Hours/3 courses)*

- \_\_\_\_\_ **ART 112** Basic Drawing II *(Pre-req: ART111\*)*
- \_\_\_\_\_ **ARV 114** Photography I
- \_\_\_\_\_ **ARV 115** Aesthetics of Photography *(Pre-req: ENG100)*
- \_\_\_\_\_ **ARV 124** Sequential Drawing I *(Pre-req ART 111\*)*
- \_\_\_\_\_ **ARV 205** Graphic Illustration *(Pre-req: ART111\* & ARV121\*)*
- \_\_\_\_\_ **ARV 210** Computer Graphics II *(Pre-req: ARV 110\*)*
- \_\_\_\_\_ **ARV 212** Digital Photography *(Pre-req: ARV 217\*)*
- \_\_\_\_\_ **ARV 213** Lighting *(Pre- req: ARV 114\*)(Pre- or Co-req.:ARV 214\*)*
- \_\_\_\_\_ **ARV 214** Photography II *(Pre-req: ARV 114\*)*
- \_\_\_\_\_ **ARV 215** Photography III *(Pre-req: ARV 213\*)*
- \_\_\_\_\_ **ARV 218** Computer Imagery II *(Pre-req ARV110\* & ARV217\*)*
- \_\_\_\_\_ **ARV 220** Multimedia Presentations *(Pre-req: ARV 219\*)*
- \_\_\_\_\_ **ARV 221** Interactive Media Design
- \_\_\_\_\_ **ARV 222** Computer Animation *(Pre-req: student familiarity with basic  
computer functions and computer file management.)*
- \_\_\_\_\_ **ARV 223** 3D Animation I *(Pre-req: ARV 217\* or FLM 168\*)*
- \_\_\_\_\_ **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: ARV 161\*)*
- \_\_\_\_\_ **ARV 232** Digital Photography II *(Pre-req: ARV 212\*)*
- \_\_\_\_\_ **ARV 247** 3D Animation III *(Pre-req: ARV 217\* or FLM 168\*)*
- \_\_\_\_\_ **ARV 264** Special Projects in Graphic Arts
- \_\_\_\_\_ **CPT 101** Introduction to Computers **OR**  
\_\_\_\_\_ **CPT 102** Basic Computer Concepts
- \_\_\_\_\_ **CWE** Co-Op Work Experience *(5 hours = 1 credit)*
- \_\_\_\_\_ **FLM 148** Basic Editing

\* = with a minimum grade of C