

FILM, MEDIA AND VISUAL ARTS

Radio Production
Web Site Design

Commercial Graphics

Overview

The Film, Media and Visual Arts programs are designed to prepare students for entry-level positions in broadcasting, radio production, filmmaking, film production, graphic design, computer graphics, digital media, photography, Web site design, illustration, multimedia, non-linear film editing and animation. The various associate degree and certificate programs combine academic theory with hands-on training using state-of-the-art equipment.

General Information

As with all TTC programs, students interested in Film, Media and Visual Arts programs should consult with a faculty advisor to discuss program requirements, class times and frequency of offerings. To contact the Film, Media and Visual Arts Division office, call 843.574.6852.

Cancellation Policy

TTC reserves the right to cancel courses due to inadequate enrollment.

Programs of Study

Associate Degree Programs

Commercial Graphics
Animation
Digital Media
Graphic Design
Photography
General Technology
Film Production
Radio and Television Broadcasting

Certificate Programs

Advanced Computer Animation
Advanced Film Production
Art Foundations
Computer Animation
Computer Graphics
Film Production
Filmmaking
Illustration
Multimedia Design
Non-Linear Film Editing
Photography

Associate in Industrial Technology

Animation Career Path

Credit Requirements: 72 Semester Credit Hours

The Animation career path in the Commercial Graphics associate degree provides training in animation, modeling, character rigging, texture painting, camera tracking, compositing and other artistry skills necessary for working in the electronic arts industry. Students will build a knowledge base necessary for creating work for special effects productions within the defense, game, commercial and film industries.

Recommended Sequence of Courses

First Semester – Fall

ART 111	Basic Drawing I	3
ARV 121	Design	3
ARV 161	Visual Communications Media	3
ARV 217	Computer Imagery	3
ENG 101	English Composition I	3
		Total 15

Second Semester – Spring

ARV 110	Computer Graphics I	3
ARV 123	Composition and Color	3
ARV 125	Drawing for Animators	3
ARV 222	Computer Animation	3
ARV 247	3D Animation III	3
		Total 15

Third Semester – Summer

ARV 105	Film as Art	3
ARV 248	3D Animation IV	3
FLM 148	Basic Editing	3
SPC 205	Public Speaking	3
		Total 12

Fourth Semester – Fall

ARV 223	3-D Animation I	3
ARV 227	Web Site Design I	3
ARV 249	Special Effects	3
RTV 102	Lighting Fundamentals	3
ELE CGA	Select one course from Animation Electives	3
		Total 15

Fifth Semester – Spring

ARV 263	Special Projects in Computer Animation	3
ARV 276	Studio Practicum I	3
ARV 280	Visual Arts Exit Portfolio	3
MAT 155	Contemporary Mathematics	3
or		
MAT 110	College Algebra	3
or		
MAT 120	Probability and Statistics	3
or		
MAT 170	Algebra, Geometry and Trigonometry I	3
ELE SSC	Select one course from Behavioral and Social Sciences Electives	3
		Total 15

Second Semester – Spring

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

Third Semester – Summer

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

Commercial Graphics

Associate in Industrial Technology

Digital Media Career Path

Credit Requirements: 72 Semester Credit Hours

Digital media is an exciting new field of integrated electronic communication. Employment opportunities are on the increase due to rapid growth in this expanding industry: production management, media integration, Web design, presentation and interactive authoring for entertainment and education, information delivery and electronic communications. These are just a few areas where strong demand has arisen for talented digital media specialists. Graduates will be able to qualify for entry-level employment positions in many diverse industries such as entertainment, publishing, electronic games, education, marketing, e-commerce, corporate communication and consumer information delivery.

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

Fourth Semester – Fall

FLM 148	Basic Editing	3
MAT 155	Contemporary Mathematics	3
or		
MAT 110	College Algebra	3
or		
MAT 120	Probability and Statistics	3
or		
MAT 170	Algebra, Geometry and Trigonometry I	3
SPC 205	Public Speaking	3
ELE CGD	Select one course from Digital Media Electives	3
ELE CGD	Select one course from Digital Media Electives	3
		Total 15

Fifth Semester – Spring

ARV 276	Studio Practicum I	3
ARV 280	Visual Arts Exit Portfolio	3
ELE CGD	Select one course from the Digital Media Electives	3
ELE CGD	Select one course from Digital Media Electives	3
ELE SSC	Select one course from Behavioral and Social Science Electives	3
		Total 15

Commercial Graphics

Associate in Industrial Technology

Graphic Design Career Path

Credit Requirements: 72 Semester Credit Hours

The Graphic Design program prepares students for careers as commercial artists. Commercial artists are involved in developing ideas into graphic forms using a variety of methods and media. Artists perform basic skills and techniques in compliance with the various principles of graphic design, producing visual products to meet needs of various clients.

Recommended Sequence of Courses

First Semester – Fall

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

Second Semester – Spring

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

Third Semester – Summer

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

Fourth Semester – Fall

ARV 162	Graphic Reproduction I	3
ARV 261	Advertising Design I	3
SPC 205	Public Speaking	3
MAT 110	College Algebra	3
or		
MAT 120	Probability and Statistics	3
or		
MAT 155	Contemporary Mathematics	3
or		
MAT 170	Algebra, Geometry and Trigonometry I	3
ELE CGG	Select one course from Graphic Electives	3
		Total 15

Fifth Semester – Spring

ARV 276	Studio Practicum I	3
ARV 280	Visual Arts Exit Portfolio	3
ELE CGG	Select one course from Graphic Electives	3
ELE CGG	Select one course from Graphic Electives	3
ELE SSC	Select one course from Behavioral and Social Science Electives	3
		Total 15

Commercial Graphics

Associate in Industrial Technology

Photography Career Path

Credit Requirements: 72 Semester Credit Hours

The photography program prepares students for entry-level positions in studios, magazines, newspapers, ad agencies or stock photo houses. Students in this career path will study various types of cameras, composition, lighting, darkroom processes and digital imaging. The program will emphasize both the artistry and technical requirements necessary to be successful in this highly creative and competitive field.

Recommended Sequence of Courses

First Semester – Fall

ARV 114	Photography I	3
ARV 121	Design	3
ARV 161	Visual Communications Media	3
ARV 217	Computer Imagery	3
ENG 101	English Composition I	3
		Total 15

Second Semester – Spring

ARV 115	Aesthetics of Photography	3
ARV 123	Composition and Color	3
ARV 212	Digital Photography	3
ARV 213	Lighting	3
ARV 214	Photography II	3

Total 15

Third Semester – Summer

ART 101	Art History and Appreciation	3
or		
ART 105	Film as Art	3
or		
ART 107	History of Early Western Art	3
or		
ART 108	History of Western Art	3
ARV 216	Lighting II	3
ARV 219	Multimedia Techniques	3
SPC 205	Public Speaking	3

Total 12

Fourth Semester – Fall

ARV 215	Photography III	3
ARV 227	Web Site Design I	3
ARV 232	Digital Photography II	3
MAT 155	Contemporary Mathematics	3
or		
MAT 110	College Algebra	3
or		
MAT 120	Probability and Statistics	3
or		
MAT 170	Algebra, Geometry and Trigonometry I	3
ELE CGP	Select one course from Photography Electives	3

Total 15

Fifth Semester – Spring

ARV 276	Studio Practicum I	3
ARV 280	Visual Arts Exit Portfolio	3
ELE CGP	Select one course from Photography Electives	3
ELE CGP	Select one course from Photography Electives	3
ELE SSC	Select one course from Behavioral and Social Science Electives	3

Total 15

General Technology

Associate in Occupational Technology

Film Production Course Display

Credit Requirements: 70 Semester Credit Hours

The General Technology major allows students to select course work necessary to become multiskilled technicians. In addition to completing the College's core curriculum, students also complete course work in at least two technical areas. The Film Production career path provides students with a general education experience as well as operational training in the use of industry standard cameras, lighting equipment and editing software. The program trains students in various filmmaking and production techniques so that they possess the skills needed to compete in this growing field. The following is an example of a career path available.

Recommended Sequence of Courses

Core

ART 105	Film as Art	3
CPT 101	Introduction to Computers	3
or		
CPT 102	Basic Computer Concepts	3
ENG 101	English Composition I	3
MAT 110	College Algebra	3
or		
MAT 120	Probability and Statistics	3
or		
MAT 155	Contemporary Mathematics	3
or		
MAT 170	Algebra, Geometry and Trigonometry I	3
PSY 201	General Psychology	3
or		
SOC 101	Introduction to Sociology	3

Primary Path

FLM 148	Basic Editing	3
FLM 150	Pre-Production	3
FLM 152	Film Equipment	3
FLM 153	Film Lighting	3
FLM 155	Film Production I	3
FLM 156	Film Production II	3
FLM 157	Set Construction/Props/Art	3
FLM 158	Post Production	3
FLM 230	Animation Production	3
FLM 255	Film Production III	3
RTV 140	Basic Photography	3

Secondary Path

RTV 101	Audio Techniques	3
RTV 102	Lighting Fundamentals	3
RTV 144	Videography	3
RTV 270	Media Arts Business Procedures	3
RTV 280	Media Arts Exit Review	1

Additional Requirements

ELE FLM	Select courses from Film Electives totaling 9 hours	9
---------	---	---

General Technology

Associate in Occupational Technology

Film Production Career Path

Credit Requirements: 70 Semester Credit Hours

The General Technology major allows students to select course work necessary to become multiskilled technicians. In addition to completing the College's core curriculum, students also complete course work in at least two technical areas. The Film Production career path provides students with a general education experience as well as operational training in the use of industry standard cameras, lighting equipment and editing software. The program trains students in various filmmaking and production techniques so that they possess the skills needed to compete in this growing field. The following is an example of a career path available.

Recommended Sequence of Courses

First Semester – Fall

FLM 150	Pre-Production	3
FLM 158	Post Production	3
RTV 102	Lighting Fundamentals	3
RTV 140	Basic Photography	3
RTV 144	Videography	3

Total 15

Second Semester – Spring

FLM 148	Basic Editing	3
FLM 152	Film Equipment	3
FLM 153	Film Lighting	3
FLM 155	Film Production I	3
RTV 101	Audio Techniques	3

Total 15

Third Semester – Summer

CPT 101	Introduction to Computers	3
or		
CPT 102	Basic Computer Concepts	3
ENG 101	English Composition I	3
FLM 157	Set Construction/Props/Art	3
FLM 255	Film Production III	3

Total 12

Fourth Semester – Fall

ART 105	Film as Art	3
ELE FLM	Select one course from Film Electives	3
FLM 156	Film Production II	3
FLM 230	Animation Production	3
RTV 270	Media Arts Business Procedures	3

Total 15

Fifth Semester – Spring

ELE FLM	Select one course from Film Electives	3
ELE FLM	Select one course from Film Electives	3
MAT 110	College Algebra	3
or		
MAT 120	Probability and Statistics	3
or		
MAT 155	Contemporary Mathematics	3
or		
MAT 170	Algebra, Geometry and Trigonometry I	3
PSY 201	General Psychology	3
or		
SOC 101	Introduction to Sociology	3
RTV 280	Media Arts Exit Review	1

Total 13

Radio and Television Broadcasting

Associate in Industrial Technology

Credit Requirements: 70 Semester Credit Hours

This program provides educational opportunities for students who will pursue careers in radio and television broadcasting as audio technicians, board operators, videographers, video editors, videotape operators and studio production assistants. The program provides instruction in studio camera operation, studio lighting, field camera operation, broadcast regulations, electronic editing and writing for television.

Recommended Sequence of Courses

First Semester

ENG 101	English Composition I	3
FLM 148	Basic Editing	3
RTV 101	Audio Techniques	3
RTV 105	TV Studio Operations	3
RTV 144	Videography	3

Total 15

Second Semester

PSY 201	General Psychology	3
RTV 102	Lighting Fundamentals	3
RTV 103	Field Operations	3
RTV 109	Writing for Electronic Media	3
RTV 121	Introduction to Broadcasting	3

Total 15

Third Semester

ELE RTV	Select one course from Radio and Television Broadcasting Technical Electives	3
RTV 111	Radio Studio Techniques I	3
RTV 222	TV Studio Techniques	3
SPC 209	Interpersonal Communication	3
or		
SPC 205	Public Speaking	3

Total 12

Fourth Semester

MAT 155	Contemporary Mathematics	3
or		
MAT 110	College Algebra	3
or		
MAT 170	Algebra, Geometry and Trigonometry I	3
or		
MAT 120	Probability and Statistics	3
RTV 113	Video Editing	3
RTV 231	SCWE in Broadcasting I	3
ELE RTV	Select one course from Radio and Television Broadcasting Technical Electives	3
ELE RTV	Select one course from Radio and Television Broadcasting Technical Electives	3

Total 15

Fifth Semester

ART 105	Film as Art	3
RTV 232	SCWE in Broadcasting II	3
ELE RTV	Select one course from Radio and Television Broadcasting Technical Electives	3
ELE RTV	Select one course from Radio and Television Broadcasting Technical Electives	3
RTV 280	Media Arts Exit Review	1

Total 13

Advanced Computer Animation

Certificate: Industrial Technology

Credit Requirements: 15 Semester Credit Hours

This certificate is designed for students with previous experience in 3D animation who want to move into an advanced software environment and learn how to create 3D animation using a non-linear, node-based process.

Admission into the program requires proof of high school graduation (or GED) and qualifying scores on SAT, ACT or TTC's placement test. The prerequisite for this program is ARV 248 with a minimum grade of C.

Recommended Sequence of Courses

First Semester – Fall

ARV 223	3-D Animation I	3
ARV 227	Web Site Design I	3
RTV 102	Lighting Fundamentals	3

Total 9

Second Semester – Spring

ARV 249	Special Effects	3
ARV 263	Special Projects in Computer Animation	3

Total 6

Advanced Film Production

Certificate in Industrial Technology

Credit Requirements: 26 Semester Credit Hours

The Advanced Film Production certificate provides students who have previous film production experience with additional training in cinematography, lighting and directing techniques. Graduates from this program will be able to create independent media for the rapidly growing Internet and podcasting industries as well as own and operate an independent film production company.

Recommended Sequence of Courses

First Semester – Fall

FLM 250	Film Production Senior Project	3
FLM 265	Documentary Filmmaking	3
RTV 150	Scriptwriting	3
RTV 270	Media Arts Business Procedures	3
		Total 12

Second Semester – Spring

FLM 240	Insert Stage Techniques	3
FLM 252	Cinematography	3
FLM 272	Directing for the Camera	3
		Total 9

Third Semester – Summer

FLM 180	Special Topics in Film I	1
FLM 290	Contemporary Film Issues	3
RTV 280	Media Arts Exit Review	1
		Total 5

Art Foundations

Certificate: Industrial Technology

Credit Requirements: 24 Semester Credit Hours

This certificate is designed for students who are currently enrolled in either the Associate in Arts or Associate in Science program and who want to create an academic placement portfolio that demonstrates a variety of advanced skills to be competitive for admission to a four-year college art program.

Admission into this program requires proof of high school graduation (or GED) and qualifying scores on SAT, ACT or the TTC placement test.

Recommended Sequence of Courses

First Semester – Fall

ART 107	History of Early Western Art	3
or		
ART 105	Film as Art	3
ART 111	Basic Drawing I	3
ARV 114	Photography I	3
or		
ARV 217	Computer Imagery	3
ARV 121	Design	3
		Total 12

Second Semester – Spring

ART 108	History of Western Art	3
ART 112	Basic Drawing II	3
ARV 123	Composition and Color	3
ARV 280	Visual Arts Exit Portfolio	3
		Total 12

Computer Animation

Certificate: Industrial Technology

Credit Requirements: 33 Semester Credit Hours

This certificate is designed to provide training in basic design principles and theories, animation and sequential drawing techniques, two- and three-dimensional computer animation, image manipulation and digital video editing.

Admission into the program requires proof of high school graduation (or GED) and qualifying scores on SAT, ACT or the TTC placement test.

Recommended Sequence of Courses

First Semester – Fall

ART 111	Basic Drawing I	3
ARV 110	Computer Graphics I	3
ARV 121	Design	3
ARV 217	Computer Imagery	3
		Total 12

Second Semester – Spring

ARV 123	Composition and Color	3
ARV 125	Drawing for Animators	3
ARV 222	Computer Animation	3
ARV 247	3D Animation III	3
		Total 12

Third Semester – Summer

ARV 248	3D Animation IV	3
ARV 280	Visual Arts Exit Portfolio	3
FLM 148	Basic Editing	3
		Total 9

Computer Graphics

Certificate: Industrial Technology

Credit Requirements: 39 Semester Credit Hours

The Computer Graphics certificate program provides an opportunity for those working or desiring to work in electronic publishing to acquire the skills necessary for employment in the publishing industry. You are trained on a wide variety of software packages running on both PC and Macintosh platforms.

Admission into this program requires proof of high school graduation (or GED) and qualifying scores on SAT, ACT or the TTC placement test.

Recommended Sequence of Courses

First Semester – Fall

ARV 110	Computer Graphics I	3
ARV 121	Design	3
ARV 161	Visual Communications Media	3
ARV 217	Computer Imagery	3
		Total 12

Second Semester – Spring

ARV 123	Composition and Color	3
ARV 210	Computer Graphics II	3
ARV 227	Web Site Design I	3
CGC 106	Typography I	3
CGC 110	Electronic Publishing	3
		Total 15

Third Semester – Summer

ARV 162	Graphic Reproduction I	3
ARV 261	Advertising Design I	3
ARV 280	Visual Arts Exit Portfolio	3
CGC 210	Advanced Electronic Publishing	3
		Total 12

Film Production

Certificate: Industrial Technology

Credit Requirements: 40 Semester Credit Hours

This certificate program provides instruction in a broad spectrum of film production skills including lighting, cinematography, sound, and equipment maintenance and handling. These courses will be combined with practical on-the-job experience to enhance the learning process.

Admission into this program requires proof of high school graduation (or GED) and qualifying scores on SAT, ACT or the TTC placement test.

Recommended Sequence of Courses

First Semester

FLM 150	Pre-Production	3
FLM 155	Film Production I	3
FLM 158	Post Production	3
RTV 102	Lighting Fundamentals	3
RTV 140	Basic Photography	3
		Total 15

Second Semester

FLM 148	Basic Editing	3
FLM 152	Film Equipment	3
FLM 153	Film Lighting	3
FLM 156	Film Production II	3
RTV 101	Audio Techniques	3
		Total 15

Third Semester

ART 105	Film as Art	3
FLM 157	Set Construction/Props/Art	3
FLM 255	Film Production III	3
RTV 280	Media Arts Exit Review	1
		Total 10

Filmmaking

Certificate: Industrial Technology

Credit Requirements: 25 Semester Credit Hours

This certificate is for students who plan to work in a small production company, make commercials or even direct their own movies. It allows the students the opportunity to produce a professional short film and the ability to express their creativity in a longer film format.

Admission into this program requires proof of high school graduation (or GED) and qualifying scores on SAT, ACT or the TTC placement test.

Recommended Sequence of Courses

First Semester – Summer

FLM 148	Basic Editing	3
FLM 150	Pre-Production	3
FLM 155	Film Production I	3
		Total 9

Second Semester – Fall

ART 105	Film as Art	3
FLM 156	Film Production II	3
RTV 140	Basic Photography	3
		Total 9

Third Semester – Summer

FLM 255	Film Production III	3
FLM 256	Film Production IV	3
RTV 280	Media Arts Exit Review	1
Total 7		

Illustration

Certificate: Industrial Technology

Credit Requirements: 33 Semester Credit Hours

This certificate is for students who would like to work in the field of graphic illustration. It allows the students to learn both traditional and digital illustration techniques, which can be used to create imagery for business, advertising, entertainment and educational applications.

Admission into the program requires proof of high school graduation (or GED) and qualifying scores on SAT, ACT or the TTC placement test.

Recommended Sequence of Courses

First Semester – Fall

ART 111	Basic Drawing I	3
ARV 110	Computer Graphics I	3
ARV 121	Design	3
ARV 217	Computer Imagery	3
Total 12		

Second Semester – Spring

ART 112	Basic Drawing II	3
ARV 123	Composition and Color	3
ARV 205	Graphic Illustration	3
ARV 212	Digital Photography	3
Total 12		

Third Semester – Summer

ARV 210	Computer Graphics II	3
ARV 218	Computer Imagery II	3
ARV 280	Visual Arts Exit Portfolio	3
Total 9		

Multimedia Design

Certificate: Industrial Technology

Credit Requirements: 39 Semester Credit Hours

The Multimedia Design certificate program provides training for teachers, media technicians and those desiring work in the field of interactive media. Courses cover the design, development and production of educational and business interactive multimedia applications for CD and DVD distribution.

Admission into this program requires proof of high school graduation (or GED) and qualifying scores on SAT, ACT or the TTC placement test.

Recommended Sequence of Courses

First Semester – Fall

ARV 110	Computer Graphics I	3
ARV 121	Design	3
ARV 217	Computer Imagery	3
ARV 221	Interactive Media Design	3
Total 12		

Second Semester – Spring

ARV 123	Composition and Color	3
ARV 219	Multimedia Techniques	3
ARV 220	Multimedia Presentations	3
ARV 222	Computer Animation	3
ARV 227	Web Site Design I	3
Total 15		

Third Semester – Summer

ARV 212	Digital Photography	3
ARV 229	Advanced Multimedia	3
ARV 280	Visual Arts Exit Portfolio	3
FLM 148	Basic Editing	3
Total 12		

Non-Linear Film Editing

Certificate: Industrial Technology

Credit Requirements: 34 Semester Credit Hours

The curriculum has been designed to train students in non-linear editing with industry standard hardware and software currently used by filmmaking professionals. Additionally, students will learn skills in visual storytelling through editing images and designing sound and effects around those images.

Admission into this program requires proof of high school graduation (or GED) and qualifying scores on SAT, ACT or the TTC placement test.

Recommended Sequence of Courses

First Semester – Fall

FLM 148	Basic Editing	3
FLM 158	Post Production	3
FLM 168	Advanced Post Production I	3
FLM 230	Animation Production	3
Total 12		

Second Semester – Spring

ARV 247	3D Animation III	3
FLM 169	Advanced Post Production II	3
FLM 178	Advanced Editing	3
RTV 101	Audio Techniques	3
Total 12		

Third Semester – Summer

FLM 159	Digital Distribution	3
FLM 179	Senior Film Editing	3
FLM 248	Film Editing Capstone	3
RTV 280	Media Arts Exit Review	1
Total 10		

Photography

Certificate: Industrial Technology

Credit Requirements: 36 Semester Credit Hours

The Photography certificate program is designed to provide students with basic skills in traditional camera and darkroom techniques as well as the new and fast growing field of digital photography and image manipulation. The purpose of the program is to provide educational opportunities for students wishing to obtain entry-level positions at portrait studios, media production facilities or photo finishing establishments.

Admission into this program requires proof of high school graduation (or GED) and qualifying scores on SAT, ACT or the TTC placement test.

Recommended Sequence of Courses

First Semester – Fall

ARV 114	Photography I	3
ARV 121	Design	3
ARV 161	Visual Communications Media	3
ARV 217	Computer Imagery	3
Total 12		

Second Semester – Spring

ARV 115	Aesthetics of Photography	3
ARV 212	Digital Photography	3
ARV 213	Lighting	3
ARV 214	Photography II	3
Total 12		

Third Semester – Summer

ARV 215	Photography III	3
ARV 216	Lighting II	3
ARV 230	Visual Arts Business Procedures	3
ARV 280	Visual Arts Exit Portfolio	3
Total 12		

Radio Production

Certificate: Industrial Technology

Credit Requirements: 24 Semester Credit Hours

This certificate is designed for students who wish to pursue a career in Radio Production primarily as board operators and production assistants but also in some cases as on-the-air talent.

Admission into the program requires proof of high school graduation (or GED) and qualifying scores on SAT, ACT, or the TTC placement test.

Recommended Sequence of Courses

First Semester – Fall

RTV 101	Audio Techniques	3
RTV 109	Writing for Electronic Media	3
RTV 111	Radio Studio Techniques I	3
Total 9		

Second Semester – Spring

RTV 112	Radio Studio Techniques II	3
RTV 121	Introduction to Broadcasting	3
RTV 231	SCWE in Broadcasting I	3
Total 9		

Third Semester – Summer

RTV 211	Radio Studio Techniques III	3
RTV 232	SCWE in Broadcasting II	3
Total 6		

Web Site Design

Certificate: Industrial Technology

Credit Requirements: 39 Semester Credit Hours

The Web Site Design program provides training for teachers, media technicians and those desiring work in the field of Internet design. Courses cover the design, development and production of interactive Web sites for distribution on the Internet.

Admission into this program requires proof of high school graduation (or GED) and qualifying scores on SAT, ACT or the TTC placement test.

Recommended Sequence of Courses

First Semester – Fall

ARV 110	Computer Graphics I	3
ARV 121	Design	3
ARV 217	Computer Imagery	3
ARV 221	Interactive Media Design	3
Total 12		

Second Semester – Spring

ARV 123	Composition and Color	3
ARV 212	Digital Photography	3
ARV 222	Computer Animation	3
ARV 227	Web Site Design I	3
FLM 148	Basic Editing	3

Total 15**Third Semester – Summer**

ARV 210	Computer Graphics II	3
ARV 225	Advanced Computer Animation	3
ARV 228	Web Site Design II	3
ARV 280	Visual Arts Exit Portfolio	3

Total 12

