

Film, Media and Visual Arts

Fourth Semester – Fall

ARV 223	3-D Animation I	3
ARV 227	Website Design I	3
ARV 249	Special Effects	3
ELE CGA	Select one course from Animation Electives	3
MAT 109	College Algebra with Modeling	3
or		
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

Total 15

Fifth Semester – Spring

ARV 263	Special Projects in Computer Animation	3
ARV 280	Visual Arts Exit Portfolio	3
ELE CGA	Select one course from Animation Electives	3
ELE CGA	Select one course from Animation Electives	3
REQ SSC	Select one course from Behavioral/Social Sciences listing on page B-3	3

Total 15

Animation Electives

ARV 124	Sequential Drawing	3
ARV 224	3-D Animation II	3
ARV 225	Advanced Computer Animation	3
ARV 228	Website Design II	3
ARV 230	Visual Arts Business Procedures	3
ARV 276	Studio Practicum I	3
CGC 110	Electronic Publishing	3
CGC 106	Typography	3
CPT 101	Introduction to Computers	3
or		
CPT 102	Basic Computer Concepts	3
CWE	Cooperative Work Experience	3
FLM 169	Advanced Post-Production II	3
FLM 230	Animation Production	3
RTV 101	Audio Techniques	3

Commercial Graphics

Associate in Applied Science

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 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

ART 111	Basic Drawing I	3
ARV 110	Computer Graphics I	3
ARV 121	Design	3
ARV 221	Interactive Media Design	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
ARV 222	Computer Animation	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 136	Motion Graphics I	3
ARV 225	Advanced Computer Animation	3
ARV 227	Website Design I	3

Total 12

Fourth Semester – Fall

ARV 212	Digital Photography	3
ARV 229	Advanced Multimedia	3
FLM 148	Basic Editing	3
MAT 109	College Algebra with Modeling	3
or		
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
		Total 15

Fifth Semester – Spring

ARV 276	Studio Practicum I	3
ARV 280	Visual Arts Exit Portfolio	3
ELE CGD	Select one course from Digital Media Electives	3
ELE CGD	Select one course from Digital Media Electives	3
REQ SSC	Select one course from Behavioral/Social Sciences listing on page B-3	3
		Total 15

Digital Media Electives

ART 111	Basic Drawing I	3
ARV 125	Drawing for Animators	3
ARV 210	Computer Graphics II	3
ARV 218	Computer Imagery II	3
ARV 223	3-D Animation I	3
ARV 224	3-D Animation II	3
ARV 225	Advanced Computer Animation	3
ARV 228	Website Design II	3
ARV 230	Visual Arts Business Procedures	3
ARV 232	Digital Photography II	3
ARV 247	3-D Animation III	3
ARV 248	3-D Animation IV	3
ARV 263	Special Projects in Computer Animation	3
CGC 110	Electronic Publishing	3
CPT 101	Introduction to Computers	3
or		
CPT 102	Basic Computer Concepts	3
CWE	Cooperative Work Experience	
FLM 169	Advanced Post-Production II	3

Commercial Graphics

**Associate in Applied Science
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 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
ART 111	Basic Drawing I	3
ARV 110	Computer Graphics I	3
ARV 121	Design	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

ARV 114	Photography I	3
or		
ARV 212	Digital Photography	3
ARV 227	Website Design I	3
CGC 210	Advanced Electronic Publishing	3
MAT 109	College Algebra with Modeling	3
or		
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
		Total 12