

### 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 on page B-3	3
		<b>Total 15</b>

### Commercial Graphics Digital Media Career Path Electives

ART 111	Basic Drawing I	
ARV 125	Drawing for Animators	3
ARV 210	Computer Graphics II	3
ARV 218	Computer Imagery II	3
ARV 220	Multimedia Presentations	3
ARV 223	3D Animation I	3
ARV 224	3D Animation II	3
ARV 225	Advanced Computer Animation	3
ARV 228	Web Site Design II	3
ARV 229	Advanced Multimedia	3
ARV 230	Visual Arts Business Procedures	3
ARV 232	Digital Photography II	3
ARV 247	3D Animation III	3
ARV 248	3D Animation IV	3
ARV 263	Special Projects in Computer Animation	3
CGC 110	Electronic Publishing	3
CPT 101	Introduction to Computers	3
<b>or</b>		
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 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
		<b>Total 15</b>

#### 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
		<b>Total 15</b>

#### Third Semester – Summer

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

#### Fourth Semester – Fall

ARV 162	Graphic Reproduction I	3
ARV 261	Advertising Design I	3
SPC 205	Public Speaking	3
MAT 109	College Algebra with Modeling	3
<b>or</b>		
MAT 110	College Algebra	3
<b>or</b>		
MAT 120	Probability and Statistics	3
<b>or</b>		
MAT 155	Contemporary Mathematics	3
<b>or</b>		
MAT 170	Algebra, Geometry and Trigonometry I	3
ELE CGG	Select one course from Graphic Electives	3
		<b>Total 15</b>

### 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 on page B-3	3
<b>Total</b>		<b>15</b>

### Commercial Graphics Graphic Design Career Path

#### Electives

ART 112	Drawing II	3
ARV 114	Photography I	3
ARV 115	Aesthetics of Photography	3
ARV 125	Drawing for Animators	3
ARV 205	Graphic Illustration	3
ARV 210	Computer Graphics II	3
ARV 212	Digital Photography	3
ARV 213	Lighting	3
ARV 214	Photography II	3
ARV 215	Photography III	3
ARV 218	Computer Imagery II	3
ARV 220	Multimedia Presentations	3
ARV 221	Interactive Media Design	3
ARV 222	Computer Animation	3
ARV 223	3D Animation I	3
ARV 225	Advanced Computer Animation	3
ARV 228	Web Site Design II	3
ARV 229	Advanced Multimedia	3
ARV 230	Visual Arts Business Procedures	3
ARV 232	Digital Photography II	3
ARV 247	3D Animation III	3
ARV 264	Special Projects in Graphic Arts	3
CPT 101	Introduction to Computers	3
<b>or</b>		
CPT 102	Basic Computer Concepts	3
CWE	Cooperative Work Experience	
FLM 148	Basic Editing	3

## Commercial Graphics

### Associate in Applied Science

#### Photography Career Path

#### Credit Requirements: 72 Semester Credit Hours

The photography program prepares students for 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 212	Digital Photography	3
ARV 217	Computer Imagery	3
ENG 101	English Composition I	3
<b>Total</b>		<b>15</b>

#### Second Semester – Spring

ARV 115	Aesthetics of Photography	3
ARV 123	Composition and Color	3
ARV 161	Visual Communications Media	3
ARV 213	Lighting	3
ARV 214	Photography II	3
<b>Total</b>		<b>15</b>

#### Third Semester – Summer

ART 101	Art History and Appreciation	3
<b>or</b>		
ART 105	Film as Art	3
<b>or</b>		
ART 107	History of Early Western Art	3
<b>or</b>		
ART 108	History of Western Art	3
ARV 215	Photography III	3
ARV 216	Lighting II	3
SPC 205	Public Speaking	3
<b>Total</b>		<b>12</b>

#### Fourth Semester – Fall

ARV 227	Web Site Design I	3
ARV 232	Digital Photography II	3
CGC 110	Electronic Publishing	3
<b>or</b>		
ARV 110	Computer Graphics I	3
MAT 109	College Algebra with Modeling	3
<b>or</b>		
MAT 155	Contemporary Mathematics	3
<b>or</b>		
MAT 110	College Algebra	3
<b>or</b>		
MAT 120	Probability and Statistics	3
<b>or</b>		
MAT 170	Algebra, Geometry and Trigonometry I	3
ELE CGP	Select one course from Photography Electives	3
<b>Total</b>		<b>15</b>