

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
Total		15

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
or		
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
Total		15

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
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 215	Photography III	3
ARV 216	Lighting II	3
SPC 205	Public Speaking	3
Total		12

Fourth Semester – Fall

ARV 227	Web Site Design I	3
ARV 232	Digital Photography II	3
CGC 110	Electronic Publishing	3
or		
ARV 110	Computer Graphics I	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
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 on page B-3	3
		Total 15

Commercial Graphics Photography Career Path Electives

ART 111	Basic Drawing I	3
ARV 110	Computer Graphics I	3
ARV 218	Computer Imagery II	3
ARV 219	Multimedia Techniques	3
ARV 228	Web Site Design II	3
ARV 230	Visual Arts Business Procedures	3
ARV 267	Special Projects in Photography	3
CGC 110	Electronic Publishing	3
CPT 101	Introduction to Computers	3
or		
CPT 102	Basic Computer Concepts	3
CWE	Cooperative Work Experience	
FLM 148	Basic Editing	3

General Technology

Associate in Applied Science

Film Production Course Display

Credit Requirements: 73 Semester Credit Hours

The General Technology major allows students to select course work necessary to become multitasked 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.

Core Curriculum Requirements

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 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
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 269	Film Production Practicum	6
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
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General Technology Film Production Career Path Electives

ARV 247	3D Animation III	3
FLM 159	Digital Distribution	3
FLM 168	Advanced Post-Production I	3
FLM 169	Advanced Post-Production II	3
FLM 178	Advanced Editing	3
FLM 179	Senior Film Editing	3
FLM 180	Special Topics in Film I	1
FLM 240	Insert Stage Techniques	3
FLM 248	Film Editing Capstone	3