

Film, Media and Visual Arts

Fourth Semester – Fall

ARV 162	Graphic Reproduction I	3
ARV 261	Advertising Design I	3
ARV 222	Computer Animation	3
ELE CGG	Select one course from Graphic Design Electives	3
SPC 205	Public Speaking	3

Total 15

Fifth Semester – Spring

ARV 136	Motion Graphics I	3
ARV 276	Studio Practicum I	3
ARV 280	Visual Arts Exit Portfolio	3
ELE CGG	Select one course from Graphic Design Electives	3
REQ SSC	Select one course from Behavioral/Social Sciences listing on page B-3	3

Total 15

Graphic Design 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 221	Interactive Media Design	3
ARV 223	3-D Animation I	3
ARV 225	Advanced Computer Animation	3
ARV 228	Website Design II	3
ARV 229	Advanced Multimedia	3
ARV 230	Visual Arts Business Procedures	3
ARV 232	Digital Photography II	3
ARV 247	3-D 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 110	Computer Graphics I	3
ARV 115	Aesthetics of Photography	3
ARV 123	Composition and Color	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	Website Design I	3
ARV 230	Visual Arts Business Procedures	3
ARV 232	Digital Photography II	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
REQ SSC	Select one course from Behavioral/Social Sciences listing on page B-3	3
		Total 15

Photography Electives

ART 111	Basic Drawing I	3
ARV 218	Computer Imagery II	3
ARV 219	Multimedia Techniques	3
ARV 228	Website Design II	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
RTV 140	Basic Photography	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 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.

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