**Recommended Sequence of Courses**
**First Semester – Fall**

| | | |
|---|---|---|
| FLM 150 | Pre-Production | 3 |
| FLM 155 | Film Production I | 3 |
| RTV 140 | Basic Photography | 3 |
| | | **Total 9** |

**Second Semester – Spring**

| | | |
|---|---|---|
| ART 105 | Film as Art | 3 |
| FLM 148 | Basic Editing | 3 |
| FLM 156 | Film Production II | 3 |
| | | **Total 9** |

**Third Semester – Summer**

| | | |
|---|---|---|
| FLM 256 | Film Production IV | 3 |
| FLM 269 | Film Production Practicum | 6 |
| RTV 280 | Media Arts Exit Review | 1 |
| | | **Total 10** |

# Illustration

**Certificate in Applied Science**
**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 |
| **or** | | |
| ARV 125 | Drawing for Animators | 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 in Applied Science**
**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 222 | Computer Animation | 3 |
| ARV 227 | Website Design I | 3 |
| FLM 148 | Basic Editing | 3 |
| | | **Total 15** |

**Third Semester – Summer**

| | | |
|---|---|---|
| ARV 136 | Motion Graphics I | 3 |
| ARV 225 | Advanced Computer Animation | 3 |
| ARV 229 | Advanced Multimedia | 3 |
| ARV 280 | Visual Arts Exit Portfolio | 3 |
| | | **Total 12** |

# Non-Linear Film Editing

**Certificate in Applied Science**
**Credit Requirements: 37 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.