

# 2004 - 2006 Visual Arts Certificates Tracking Sheet

Student Name: \_\_\_\_\_

ID Number \_\_\_\_\_

## Photography Certificate

(36 Semester Credit Hours)

### First Semester - Fall (12 credit hours)

- \_\_\_\_\_ ARV 114 Photography I
- \_\_\_\_\_ ARV 115 Aesthetics of Photography
- \_\_\_\_\_ ARV 161 Visual Communications Media
- \_\_\_\_\_ ARV 252 Visual Concepts

### Second Semester - Spring (12 credit hours)

- \_\_\_\_\_ ARV 213 Lighting (Pre-req.: ARV 114\*) (Pre- or Co-req.: ARV 214)
- \_\_\_\_\_ ARV 214 Photography II (Pre-req.: ARV 114\*)
- \_\_\_\_\_ ARV 217 Computer Imagery I (Pre-req.: Windows GUI)
- \_\_\_\_\_ ARV 230 Visual Arts Business Procedures

### Third Semester - Summer (12 credit hours)

- \_\_\_\_\_ ARV 212 Digital Photography (Pre-req.: ARV 217\*)
- \_\_\_\_\_ ARV 215 Photography III (Pre-req.: ARV213\*)
- \_\_\_\_\_ ARV 216 Lighting II (Pre-req.: ARV213\*)
- \_\_\_\_\_ ARV 280 Visual Arts Exit Portfolio (Pre-requisites: 24 semester credit hours in ARV and/or CGC courses; the course should be taken in the last semester.)

## Computer Graphics Certificate

(36 Semester Credit Hours)

### First Semester - Fall (12 credit hours)

- \_\_\_\_\_ ARV 110 Computer Graphics I
- \_\_\_\_\_ ARV 161 Visual Communications Media
- \_\_\_\_\_ ARV 162 Graphic Reproduction I
- \_\_\_\_\_ ARV 252 Visual Concepts

### Second Semester - Spring (12 credit hours)

- \_\_\_\_\_ ARV 217 Computer Imagery I (Pre-req.: Windows GUI)
- \_\_\_\_\_ ARV 227 Web Site Design I (Pre-req.: ARV 110\* or CPT 101\*/102\* or dept. approval)
- \_\_\_\_\_ CGC 106 Typography I (Pre-requisites: ARV 110\* & ARV 252\*)
- \_\_\_\_\_ CGC 110 Electronic Publishing

### Third Semester - Summer (12 credit hours)

- \_\_\_\_\_ ARV 210 Computer Graphics II (Pre-req.: ARV 110\* or dept. approval)
- \_\_\_\_\_ ARV 261 Advertising Design I (Pre-requisites: CGC 106\*)
- \_\_\_\_\_ ARV 280 Visual Arts Exit Portfolio (Pre-requisites: 24 semester credit hours in ARV and/or CGC courses; the course should be taken in the last semester.)
- \_\_\_\_\_ CGC 210 Advanced Electronic Publishing (Pre-req.: CGC 110\* or dept. approval)

## Printing Certificate

(18 Semester Credit Hours)

### First Semester - Fall (6 credit hours)

- \_\_\_\_\_ ARV 162 Graphic Reproduction I
- \_\_\_\_\_ CGC 101 Introduction to Graphic Techniques (Pre- or Co-req.: ARV 162)

### Second Semester - Spring (6 credit hours)

- \_\_\_\_\_ ARV 163 Graphic Reproduction II (Pre-req.: CGC 101\*)
- \_\_\_\_\_ CGC 110 Electronic Publishing

### Third Semester - Summer (6 credit hours)

- \_\_\_\_\_ CGC 132 Screen Printing
- \_\_\_\_\_ CGC 226 Advanced Printing (Pre-req.: ARV 163\*)

Key: \* = with a minimum grade of C

## Computer Animation Certificate

(36 Semester Credit Hours)

### First Semester - Fall (12 credit hours)

- \_\_\_\_\_ ARV 110 Computer Graphics I
- \_\_\_\_\_ ARV 124 Sequential Art
- \_\_\_\_\_ ARV 217 Computer Imagery I (Pre-req.: Windows GUI)
- \_\_\_\_\_ ARV 252 Visual Concepts

### Second Semester - Spring (12 credit hours)

- \_\_\_\_\_ ARV 222 Computer Animation (Pre- or Co-req.: ARV 110\* & ARV217\*)
- \_\_\_\_\_ ARV 223 3D Animation I (Pre-req.: ARV 110\* or EGT 151\*)
- \_\_\_\_\_ ARV 226 Digital Video Production (Pre-req.: ARV 110\*)
- \_\_\_\_\_ ARV 229 Advanced Multimedia (Pre-req.: ARV 110\*)

### Third Semester - Summer (12 credit hours)

- \_\_\_\_\_ ARV 224 3D Animation II (Pre-req.: ARV 223\*)
- \_\_\_\_\_ ARV 225 Advanced Computer Animation (Pre-req.: ARV222\*)
- \_\_\_\_\_ ARV 263 Special Projects in Computer Animation (Pre-req.: ARV 223\*)
- \_\_\_\_\_ ARV 280 Visual Arts Exit Portfolio (Pre-requisites: 24 semester credit hours in ARV and/or CGC courses; the course should be taken in the last semester.)

## Multimedia Design Certificate

(36 Semester Credit Hours)

### First Semester - Fall (12 credit hours)

- \_\_\_\_\_ ARV 110 Computer Graphics I
- \_\_\_\_\_ ARV 219 Multimedia Techniques (Pre- or Co-req.: ARV 110 or CPT 101\*/102\*)
- \_\_\_\_\_ ARV 221 Interactive Media Design
- \_\_\_\_\_ ARV 252 Visual Concepts

### Second Semester - Spring (12 credit hours)

- \_\_\_\_\_ ARV 217 Computer Imagery I (Pre-req.: Windows GUI)
- \_\_\_\_\_ ARV 220 Multimedia Presentations (Pre-req.: ARV 219\*)
- \_\_\_\_\_ ARV 222 Computer Animation (Pre- or Co-req.: ARV 110\* & ARV217)
- \_\_\_\_\_ ARV 227 Web Site Design I (Pre-req.: ARV 110\* or CPT 101\*/102\* or dept. approval)

### Third Semester - Summer (12 credit hours)

- \_\_\_\_\_ ARV 212 Digital Photography (Pre-req.: ARV 217\*)
- \_\_\_\_\_ ARV 226 Digital Video Production (Pre-req.: ARV 110\*)
- \_\_\_\_\_ ARV 229 Advanced Multimedia (Pre-req.: ARV 110\*)
- \_\_\_\_\_ ARV 280 Visual Arts Exit Portfolio (Pre-requisites: 24 semester credit hours in ARV and/or CGC courses; the course should be taken in the last semester.)

## Web Site Design Certificate

(36 Semester Credit Hours)

### First Semester - Fall (12 credit hours)

- \_\_\_\_\_ ARV 110 Computer Graphics I
- \_\_\_\_\_ ARV 217 Computer Imagery I (Pre-req.: Windows GUI)
- \_\_\_\_\_ ARV 221 Interactive Media Design
- \_\_\_\_\_ ARV 252 Visual Concepts

### Second Semester - Spring (12 credit hours)

- \_\_\_\_\_ ARV 222 Computer Animation (Pre- or Co-req.: ARV 110\* & ARV217)
- \_\_\_\_\_ ARV 226 Digital Video Production (Pre-req.: ARV 110\*)
- \_\_\_\_\_ ARV 212 Digital Photography (Pre-req.: ARV 217\*)
- \_\_\_\_\_ ARV 227 Web Site Design I (Pre-req.: ARV 110\* or CPT 101\*/102\* or dept. approval)

### Third Semester - Summer (12 credit hours)

- \_\_\_\_\_ ARV 210 Computer Graphics II (Pre-req.: ARV 110\* or dept. approval)
- \_\_\_\_\_ ARV 225 Advanced Computer Animation (Pre-req.: ARV 222\*)
- \_\_\_\_\_ ARV 228 Web Site Design II (Pre-req.: ARV 227\*)
- \_\_\_\_\_ ARV 280 Visual Arts Exit Portfolio (Pre-requisites: 24 semester credit hours in ARV and/or CGC courses; the course should be taken in the last semester.)