

# Digital Media

Career Path

## Program Overview

The *Digital Media* career path in the Commercial Graphics associate degree prepares students for careers as digital media specialists in the exciting new field of integrated electronic communication. The program is designed to provide training in design principles, color theory, drawing techniques, typography, digital photography, image manipulation, computer animation, interactive design, multimedia authoring and digital video editing.

## Career Possibilities

Graduates will be able to qualify for entry-level employment positions as digital media technicians and interactive designers in many diverse industries such as entertainment, publishing, electronic games, education, marketing, e-commerce, corporate communication and consumer information delivery.

## Technology and Facilities

The *Digital Media* program is designed to provide hands-on training with PowerPoint, Adobe Photoshop, Illustrator, Dreamweaver, Flash, Director, Authorware and 3ds Max on both Macintosh and PC platforms. In addition, students learn drawing techniques, design principles and color theory in a traditional studio environment.

72 Semester Credit Hours

*Recommended Sequence of Courses*

### First Semester - Fall

<b>ARV 110</b>	Computer Graphics I	3
<b>ARV 121</b>	Design	3
<b>ARV 161</b>	Visual Communications Media	3
<b>ARV 221</b>	Interactive Media Design	3
<b>CPT 101</b>	Introduction to Computers <b>OR</b>	
<b>CPT 102</b>	Basic Computer Concepts	3
		Total 15

### Second Semester - Spring

<b>ART 111</b>	Basic Drawing I <b>OR</b>	
<b>ARV 124</b>	Sequential Drawing I	3
<b>ARV 123</b>	Composition and Color	3
<b>ARV 217</b>	Computer Imagery I	3
<b>ARV 219</b>	Multimedia Techniques	3
<b>ART 101</b>	Art History and Appreciation <b>OR</b>	
<b>ART 105</b>	Film as Art <b>OR</b>	
<b>ART 107</b>	History of Early Western Art <b>OR</b>	
<b>ART 108</b>	History of Western Art	3
		Total 15

### Third Semester - Summer

<b>ARV 222</b>	Computer Animation	3
<b>ARV 227</b>	Web Site Design I	3
<b>ENG 101</b>	English Composition I	3
<b>MAT 155</b>	Contemporary Mathematics <b>OR</b>	
<b>MAT 110</b>	College Algebra <b>OR</b>	
<b>MAT 120</b>	Probability & Statistics <b>OR</b>	
<b>MAT 170</b>	Algebra, Geometry & Trig.	3
		Total 12

### Fourth Semester - Fall

<b>ARV 212</b>	Digital Photography	3
<b>ARV 220</b>	Multimedia Presentations <b>OR</b>	
<b>ARV 223</b>	3D Animation I <b>OR</b>	
<b>ARV 225</b>	Adv. Computer Animation <b>OR</b>	
<b>ARV 247</b>	3D Animation III	3
<b>CGC 106</b>	Typography I	3
<b>FLM 148</b>	Basic Editing	3
<b>SPC 205</b>	Public Speaking	3
		Total 15

### Fifth Semester - Spring

<b>ARV 276</b>	Studio Practicum I	3
<b>ARV 280</b>	Visual Arts Exit Portfolio	3
	Digital Media <b>Elective</b>	3
	Digital Media <b>Elective</b>	3
	Social Science Elective	3
		Total 15

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

Student ID: \_\_\_\_\_

### General Education Requirements

- \_\_\_\_\_ **CPT 101** Introduction to Computers  
or **CPT 102** Basic Computer Concepts
- \_\_\_\_\_ **ENG 101** English Composition I  
(Need appropriate test scores.)
- \_\_\_\_\_ **MAT 155** Contemporary Mathematics  
(Need appropriate test scores.)  
(May substitute MAT 110 College Algebra or  
MAT 120 Probability and Statistics or  
MAT 170 Algebra, Geometry and Trigonometry)
- \_\_\_\_\_ **SPC 205** Public Speaking  
(Need appropriate test scores.)

### Humanities/Fine Art Electives

(Choose one course from the following list.)

- \_\_\_\_\_ **ART 101** Art History and Appreciation
- \_\_\_\_\_ **ART 105** Film as Art (Pre-req.: ENG 100)
- \_\_\_\_\_ **ART 107** History of Early Western Art
- \_\_\_\_\_ **ART 108** History of Western Art

### Behavioral/Social Sciences Electives

(Choose one course from the following list.)

- \_\_\_\_\_ **ANT 101** General Anthropology
- \_\_\_\_\_ **ECO 210** Macroeconomics (Pre-req. MAT155,  
MAT101 or app. Test scores)
- \_\_\_\_\_ **GEO 102** World Geography
- \_\_\_\_\_ **PSC 201** American Government
- \_\_\_\_\_ **PSC 215** State and Local Government
- \_\_\_\_\_ **PSC 220** Introduction to International Relations
- \_\_\_\_\_ **PSY 110** Applied Psychology
- \_\_\_\_\_ **PSY 201** General Psychology
- \_\_\_\_\_ **SOC 101** Introduction to Sociology
- \_\_\_\_\_ **SOC 102** Marriage and the Family
- \_\_\_\_\_ **SOC 205** Social Problems
- \_\_\_\_\_ **SOC 210** Juvenile Delinquency
- \_\_\_\_\_ **SOC 230** Introduction to Gerontology

### Digital Media Course Requirements

(48 Semester Credit Hours)

- \_\_\_\_\_ **ART 111** Basic Drawing I (Can be taken with any reading course.)  
or **ARV 124** Sequential Drawing I (Pre-req: ART 111\*)
- \_\_\_\_\_ **ARV 110** Computer Graphics I (Pre-req: Windows GUI)
- \_\_\_\_\_ **ARV 121** Design
- \_\_\_\_\_ **ARV 123** Composition and Color Theory  
(Pre-req: ARV121\*)
- \_\_\_\_\_ **ARV 161** Visual Communications Media
- \_\_\_\_\_ **ARV 212** Digital Photography (Pre-req: ARV 217\*)
- \_\_\_\_\_ **ARV 217** Computer Imagery (Pre-req: Windows GUI)
- \_\_\_\_\_ **ARV 219** Multimedia Techniques  
(Pre- or Co-req: ARV 110\* or CPT 101\*/102\*)
- \_\_\_\_\_ **ARV 220** Multimedia Presentations (Pre-req: ARV219\*)  
or **ARV 223** 3D Animation I (Pre-req: ARV 217\*)  
or **ARV 225** Advanced Computer Animation  
(Pre-req.: 222\*)  
or **ARV 247** 3-D Animation III  
(Pre-req: ARV 217\* or FLM 168\*)
- \_\_\_\_\_ **ARV 221** Interactive Media Design
- \_\_\_\_\_ **ARV 222** Computer Animation (Pre-req.: Window GUI\*)
- \_\_\_\_\_ **ARV 227** Web Site Design I  
(Pre-req: ARV 110\* or CPT 101\*/102\* or  
dept. approval)
- \_\_\_\_\_ **ARV 276** Studio Practicum  
(Pre-req.: 46 semester credit hours in ARV and/or  
CGC courses with a minimum GPA of 2.0)
- \_\_\_\_\_ **ARV 280** Visual Arts Exit Portfolio (This course should be  
taken in the last semester. Student must successfully complete the  
required Portfolio Review in order to register for this course.)
- \_\_\_\_\_ **CGC 106** Typography I  
(Pre-req.: ARV 110\*, ARV 121\* & Pre- or Co-req.: CGC 110\*)
- \_\_\_\_\_ **FLM 148** Basic Editing

### Technical Digital Media Electives

(6 Semester Credit Hours/2 courses)

- \_\_\_\_\_ **ART 111** Basic Drawing I (Can be taken with any reading course.)
- \_\_\_\_\_ **ARV 124** Sequential Drawing I (Pre-req.: ART 111\*)
- \_\_\_\_\_ **ARV 210** Computer Graphics II (Pre-req: ARV 110\*)
- \_\_\_\_\_ **ARV 218** Computer Imagery II  
(Pre-req: ARV 110\* & ARV 217\*)
- \_\_\_\_\_ **ARV 220** Multimedia Presentations (Pre-req: ARV219\*)
- \_\_\_\_\_ **ARV 223** 3D Animation I (Pre-req: ARV 217\*)
- \_\_\_\_\_ **ARV 224** 3D Animation II (Pre-req: ARV 223\*)
- \_\_\_\_\_ **ARV 225** Advanced Computer Animation  
(Pre-req: ARV 222\*)
- \_\_\_\_\_ **ARV 228** Web Site Design II  
(Pre-req: ARV 217\* & ARV 227\*)
- \_\_\_\_\_ **ARV 229** Advanced Multimedia (Pre-req: ARV 110\*)
- \_\_\_\_\_ **ARV 230** Visual Arts Business Procedures  
(Pre-req: ARV161\*)
- \_\_\_\_\_ **ARV 232** Advanced Digital Photography  
(Pre-req: ARV212\*)
- \_\_\_\_\_ **ARV 247** 3D Animation III  
(Pre-req: ARV 217\* or FLM 168\*)
- \_\_\_\_\_ **ARV 248** 3D Animation IV (Pre-req: ARV247\*)
- \_\_\_\_\_ **ARV 263** Special Projects in Computer Animation  
(Pre-req: ARV 223\* or ARV 247\*)
- \_\_\_\_\_ **CWE** Co-Op Work Experience (5 hours = 1 credit)
- \_\_\_\_\_ **FLM 169** Advanced Post Production II

\* = with a minimum grade of C