

Graphic Design

Career Path

Program Overview

The *Graphic Design* career path in the Commercial Graphics associate degree prepares students for careers as commercial artists.

Commercial artists are involved in developing ideas into graphic forms using a variety of methods and media. The program is designed to provide training in design principles, color theory, drawing techniques, typography, photography, image manipulation, desktop publishing, pre-press procedures, Web site and advertising design as well as presentation techniques.

Career Possibilities

Graduates will be able to qualify for entry-level employment positions as graphic designers for: the printing industry, newspapers, magazines, advertising agencies, production houses, corporations and educational institutions.

Technology and Facilities

The *Graphic Design* program is designed to provide hands-on training with PowerPoint, Adobe Photoshop, Illustrator, InDesign, Acrobat and Dreamweaver software 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

ART 111	Basic Drawing I	3
ARV 110	Computer Graphics I	3
ARV 121	Design	3
ARV 161	Visual Communications Media	3
CPT 101	Introduction to Computers OR	
CPT 102	Basic Computer Concepts	3

Total 15

Second Semester - Spring

ARV 123	Composition and Color	3
ARV 217	Computer Imagery I	3
ARV 219	Multimedia Techniques	3
CGC 106	Typography I	3
ART 101	Art History and Appreciation OR	
ART 105	Film as Art OR	
ART 107	History of Early Western Art OR	
ART 108	History of Western Art	3

Total 15

Third Semester - Summer

ARV 114	Photography I OR	
ARV 212	Digital Photography	3
ARV 227	Web Site Design I	3
CGC 110	Electronic Publishing	3
ENG 101	English Composition I	3

Total 12

Fourth Semester - Fall

ARV 162	Graphic Reproduction I	3
ARV 261	Advertising Design I	3
CGC 210	Advanced Electronic Publishing	3
SPC 205	Public Speaking	3
MAT 155	Contemporary Mathematics OR	
MAT 110	College Algebra OR	
MAT 120	Probability & Statistics OR	
MAT 170	Algebra, Geometry and Trigonometry	3

Total 15

Fifth Semester - Spring

ARV 276	Studio Practicum I	3
ARV 280	Visual Arts Exit Portfolio	3
	Graphics Elective	3
	Graphics Elective	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

Graphic Design Course Requirements

(48 Semester Credit Hours)

- _____ **ART 111** Basic Drawing I *(Can be taken with any reading course.)*
- _____ **ARV 110** Computer Graphics I *(Pre-req: Windows GUI)*
- _____ **ARV 114** Photography I
or **ARV 212** Digital Photography *(Pre-req: ARV217*)*
- _____ **ARV 121** Design
- _____ **ARV 123** Composition and Color Theory *(Pre-req: ARV121*)*
- _____ **ARV 161** Visual Communications Media
- _____ **ARV 162** Graphic Reproduction I
(Pre-req: ARV 217, CGC106* & CGC 110*)*
- _____ **ARV 217** Computer Imagery *(Pre-req: Windows GUI)*
- _____ **ARV 219** Multimedia Techniques
(Pre- or Co-req: ARV 110 or CPT 101*/102*)*
- _____ **ARV 227** Web Site Design I
(Pre-req: ARV 110 or CPT 101*/102* or dept. approval)*
- _____ **ARV 261** Advertising Design I
(Pre-req: ARV 217, CGC 106* & CGC 110*)*
- _____ **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-requisites: ARV 110* & ARV*
121 & Pre- or Co-req: CGC 110*)*
- _____ **CGC 110** Electronic Publishing *(Pre-req: ARV 110**
and Pre- or Co- req: ARV 123)*
- _____ **CGC 210** Advanced Electronic Publishing *(Pre-requisite:*
CGC 110 or dept. approval)*

Technical Graphic Design Electives

(6 Semester Credit Hours/2 courses)

- _____ **ART 112** Basic Drawing II *(Pre-req: ART111*)*
- _____ **ARV 114** Photography I
- _____ **ARV 115** Aesthetics of Photography *(Pre-req: ENG100)*
- _____ **ARV 124** Sequential Drawing I *(Pre-req ART 111*)*
- _____ **ARV 205** Graphic Illustration *(Pre-req: ART111* & ARV121*)*
- _____ **ARV 210** Computer Graphics II *(Pre-req: ARV 110*)*
- _____ **ARV 212** Digital Photography *(Pre-req: ARV 217*)*
- _____ **ARV 213** Lighting *(Pre- req: ARV 114*)(Pre- or Co-req.:ARV*
214)*
- _____ **ARV 214** Photography II *(Pre-req: ARV 114*)*
- _____ **ARV 215** Photography III *(Pre-req: ARV 213*)*
- _____ **ARV 218** Computer Imagery II *(Pre-req ARV110* & ARV217*)*
- _____ **ARV 220** Multimedia Presentations *(Pre-req: ARV 219*)*
- _____ **ARV 221** Interactive Media Design
- _____ **ARV 222** Computer Animation *(Pre-req: Windows GUI)*
- _____ **ARV 223** 3D Animation I *(Pre-req: ARV 217*)*
- _____ **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: ARV 161*)*
- _____ **ARV 232** Advanced Digital Photography *(Pre-req: ARV 212*)*
- _____ **ARV 247** 3D Animation III *(Pre-req: ARV 217* or FLM 168*)*
- _____ **ARV 264** Special Projects in Graphic Arts
- _____ **CWE** Co-Op Work Experience *(5 hours = 1 credit)*
- _____ **FLM 148** Basic Editing

* = with a minimum grade of C