

Course Descriptions

Visual Arts Department • Trident Technical College • 2009-2010 Catalog

ART 111 Basic Drawing I 2-3-3
This course provides an introduction to the materials and the basic techniques of drawing. *Can be taken with RDG 032 & RDG 100.*

ART 112 Basic Drawing II 2-3-3
This course covers a study of the materials and basic techniques of drawing. *Prerequisite: ART 111 with a grade of C or above*

ARV 110 Computer Graphics I 2-3-3
This course is the study of the fundamentals of computer-assisted graphic design using Adobe Illustrator software. *It is recommended that students enrolling in ARV 110 be familiar with basic computer functions and computer file management.*

ARV 114 Photography I 2-3-3
This course is a study of the principles, terminology, techniques, tools and materials of basic black-and-white photography.

ARV 115 Aesthetics of Photography 3-0-3
This course covers the history and aesthetics of photography from 1839 to the present, with special emphasis on the development of photographic seeing. *Prerequisite: ENG 100 or appropriate test scores*

ARV 121 Design 2-3-3
This course covers basic theories, vocabulary, principles, techniques, media and problem-solving in basic design.

ARV 123 Composition and Color 2-3-3
This course covers the investigation and application of principles and concepts of visual organization and the psychological and physical properties of color.
Prerequisite: ARV 121 with a minimum grade of C

ARV 124 Sequential Drawing I 2-3-3
This course covers the basic principles, techniques and tools of creating sequential drawings for illustration and animation.
Prerequisite: ART 111 with a minimum grade of C or Approval of Department Head

ARV 125 Drawing for Animators 2-3-3
This course introduces students to the basic elements of gesture drawing, quick sketch, volume, and depth techniques to capture action and attitude. Drawing for weight, force, thought, emotion and movement is stressed.
Prerequisite: ART 111 with a minimum grade of C or Approval of Department Head

ARV 161 Visual Communications Media 3-0-3
This course introduces the theory, psychology, principles and practices of major visual communications media.

ARV 162 Graphic Reproduction I 2-3-3
This course is a study of the principles and practices used in print preparation and print reproduction.
Prerequisites: ARV 217, CGC 106 and CGC 110 with a minimum grade of C

ARV 205 Graphic Illustration 2-3-3
This course covers the tools and techniques used to create graphic illustrations for various types of print advertising.
Prerequisites: ART 111 and ARV 121 with a minimum grade of C

ARV 210 Computer Graphics II 2-3-3
This course is an advanced computer art course that includes a study of the creation of graphic design using electronic imagery. *Prerequisite: ARV 110 with a minimum grade of C*

ARV 212 Digital Photography 2-3-3
This course is a study of the principles, terminology, techniques, tools and materials of basic digital photography. Images produced in this course will address the needs of the visual communication industry. *It is recommended that students enrolling in ARV 212 be familiar with basic computer functions and computer file management.*

ARV 213 Lighting 2-3-3
This course introduces the fundamentals of photographic lighting techniques. *Prerequisite: ARV 212 with a minimum grade of C.*

ARV 214 Photography II 2-3-3
This course covers advanced projects in black-and-white and color photography, including studio work.
Prerequisite: ARV 114 and ARV 212 with a minimum grade of C

ARV 215 Photography III 2-3-3
This course incorporates advanced projects in black-and-white and color photography, including studio and lab work.
Prerequisite: ARV 213 and ARV 214 with a minimum grade of C

ARV 216 Lighting II 2-3-3
This course covers advanced projects in photographic lighting techniques used in the studio and on location.
Prerequisite: ARV 213 with a minimum grade of C

ARV 217 Computer Imagery 2-3-3
This course covers the use of the computer as a tool to create images that address the needs of the visual communications field. *Adobe Photoshop software is used. It is recommended that students enrolling in ARV 217 be familiar with basic computer functions and computer file management.*

ARV 218 Computer Imagery I 2-3-3
This course covers advanced computer techniques in creating images for visual communications such as presentations, print, graphics, etc. Editorial Illustration will be focused. *Prerequisite: ARV 110 and ARV 217 with a minimum grade of C*

ARV 219 Multimedia Techniques 2-3-3
This course introduces the production of current interactive multimedia. *Prerequisite: It is recommended that students enrolling in ARV 219 be familiar with basic computer functions and computer file management.*

ARV 220 Multimedia Presentations 2-3-3
This course covers a study of interactive multimedia techniques culminating in a presentation. *Prereq. or Coreq.: ARV 225.*

ARV 221 Interactive Media Design 2-3-3
This course introduces techniques and concepts used to develop proposals, treatments, production scripts and design documents that act as templates for interactive media applications.

ARV 222 Computer Animation 2-3-3
This course introduces techniques of creating the illusion of motion and three-dimensional space using computer software. *Flash software is used. Prerequisite: It is recommended that students enrolling in ARV 222 be familiar with basic computer functions and computer file management.*

ARV 223 3-D Animation I 2-3-3
This course covers advanced techniques used in creating 3-D animation using computer software. *3ds Max software is used. Prerequisite: ARV 217 or FLM 168 with a minimum grade of C.*

ARV 224 3-D Animation II 2-3-3
 This course includes advanced projects in 3-D animation using computer software. *3ds Max* software is used.
Prerequisite: ARV 223 with a minimum grade of C

ARV 225 Advanced Computer Animation 2-3-3
 This course covers advanced techniques for creating motion using computer software. *Flash* software is used.
Prerequisite: ARV 222 with a minimum grade of C

ARV 227 Web Site Design I 2-3-3
 This course introduces the production of an interactive web site.
Dreamweaver software is used.
Prerequisite: It is recommended that students enrolling in ARV 227 be familiar with basic computer functions and computer file management.

ARV 228 Web Site Design II 2-3-3
 This course covers a study of advanced website design techniques culminating in an interactive website. *Dreamweaver* software is used.
Prerequisite: ARV 217 & ARV 227 with a minimum grade of C

ARV 229 Advanced Multimedia 2-3-3
 This course covers a study of advanced multimedia techniques culminating in an interactive CD-ROM. *Director* software is used.
Prerequisite: It is recommended that students enrolling in ARV 229 be familiar with basic computer functions and computer file management.

ARV 230 Visual Arts Business Procedures 3-0-3
 This course covers a study of professional practices involved in the organization and operation of businesses concerned with visual arts.
Prerequisite: ENG 100 or appropriate test scores.

ARV 232 Digital Photography II 2-3-3
 This course covers advanced projects in digital photography, including studio as well as computer lab work. *Adobe Photoshop* software is used.
Prerequisite: ARV 212 with a minimum grade of C

ARV 247 3D Animation III 2-3-3
 This course is an exploration of the basic principles of animation using three-dimensional computer-generated animation. Students practice and develop observational skills that aid in creating motion and three-dimensional forms. *MAYA* software is used.
Prerequisite: ARV 217 or FLM 168 with a minimum grade of C

ARV 248 3D Animation IV 2-3-3
 This course emphasizes the principles of designing and producing three-dimensional computer-generated animation through the creation of advanced motion studies. Projects focus on developing higher-level skills in model building, animation and color and lighting. *MAYA* software is used. *Prerequisite: ARV 247 with a minimum grade of C*

ARV 249 Special Effects 2-3-3
 This course emphasizes techniques used to create special effects and non-linear animation. Projects focus on creating animations that simulate physical phenomena (fire and smoke), dynamic collisions, objects responding to real world forces (gravity and wind), and particles.
Prerequisite: ARV 248 with a minimum grade of C

ARV 261 Advertising Design I 2-3-3
 This course is an introduction to the advertising arts, including the principles, techniques, media, tools, and skill used in the visual communications field. *Prerequisite: ARV 217, CGC 106 & CGC 110 with a minimum grade of C*

ARV 263 Special Projects in Computer Animation 2-3-3
 This course covers an advanced animation project as assigned from concept to final production.
Prerequisite: ARV 248 with a minimum grade of C

ARV 264 Special Projects in Graphic Arts 2-3-3
 This course includes an assigned advanced project from conception to final production.

ARV 267 Special Projects in Photography 2-3-3
 This course covers advanced photography projects as assigned from concept to final production.
Prerequisite: ARV 215 with a minimum grade of C

ARV 276 Studio Practicum I 2-3-3
 This course includes advanced practical projects in graphic design, multimedia, animation, web design, photography, and/or computer imagery. *Prerequisite: 33 semester credit hours in ART, ARV and/or CGC courses with a minimum GPA of 2.0 or departmental approval. This course should be taken in the last semester.*

ARV 280 Visual Arts Exit Portfolio 2-3-3
 This course covers the preparation of student's job seeking or academic placement portfolios. The course includes lectures, demonstrations and studio work. *Prerequisite: Department Approval. Students must successfully complete the required Review in order to register for this course. This course should be taken in the last semester.*

CGC 106 Typography 2-3-3
 This course covers typography, photocomposition and design with letterforms using *Adobe Illustrator* software.
Prerequisite: ARV 110 and ARV 121 with a minimum grade of C

CGC 110 Electronic Publishing 2-3-3
 This course covers the fundamentals of electronic publishing and design. *Adobe InDesign* software is used.
Prerequisite: It is recommended that students enrolling in CGC 110 be familiar with basic computer functions and computer file management.

CGC 210 Advanced Electronic Publishing 2-3-3
 This course covers a wide range of computer hardware, software and peripherals. *Prerequisite: CGC 110 with a minimum grade of C or advisor approval.*

FLM 148 Basic Editing 2-3-3
 This course covers the fundamentals of film editing. Students will produce several short film projects that will require the mastery of various cutting techniques.

FLM 169 Advanced Post Production II 2-3-3
 This course is a continuation of Advanced Post Production I.
Prerequisites: FLM 168 or ARV 217 or department approval.

FLM 230 Animation Production 2-3-3
 This course covers how to produce animated films and includes an understanding of cameraless animation, flip books, inbetweening, cel painting, 3-D animation and other forms of single frame movement.

RTV 101 Audio Techniques 2-3-3
 This course is an introduction to the tools and processes involved in audio production, including basic training in the operation of sound recording and playback systems. *Prerequisites: Departmental approval for non-degree-seeking students.*

RTV 102 Lighting Fundamentals 2-3-3
 This course covers the equipment, safety requirements, protocol and aesthetic techniques used in lighting digital and film productions.

