

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 Alegbra, 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
- _____ or **ARV 125** Drawing for Animators
- _____ **ARV 110** Computer Graphics I *(Pre-req: Windows GUI)*
- _____ **ARV 121** Design *(Pre-req: RDG 100)*
- _____ **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 I *(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 110* or EGT151*)*
- _____ or **ARV 225** Advanced Computer Animation
(Pre-req: ARV 222)*
- _____ **ARV 221** Interactive Media Design
- _____ **ARV 222** Computer Animation
(Pre-req: ARV110 & ARV217*)*
- _____ **ARV 226** Digital Video Production *(Pre-req: ARV 110*)*
- _____ **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)
- _____ **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 106** Typography I
(Pre-requisites: ARV 110 & ARV 121*)*

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
- _____ **ARV 125** Drawing for Animators
- _____ **ARV 210** Computer Graphics II *(Pre-req: ARV 110*)*
- _____ **ARV 218** Computer Imagery II *(Pre-req: ARV 212*)*
- _____ **ARV 220** Multimedia Presentations *(Pre-req: ARV219*)*
- _____ **ARV 223** 3D Animation I *(Pre-req: ARV 110* or EGT151*)*
- _____ **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 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: ARV223*)*
- _____ **ARV 248** 3D Animation IV *(Pre-req: ARV247*)*
- _____ **ARV 263** Special Projects in Computer Animation
(Pre-requisite: ARV 247)*
- _____ **CWE** Co-Op Work Experience *(5 hours = 1credit)*

* = with a minimum grade of C

2006 - 2007 Commercial Graphics Associate Degree Tracking Sheet • Digital Media Career Path

72 Semester Credit Hours
Recommended Sequence of Courses

First Semester - Fall

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

Second Semester - Spring

| | |
|---|-----------|
| ART 111 Basic Drawing I OR ARV 124 Sequential OR ARV 125 Drawing for Animators | 3 |
| ARV 123 Composition and Color | 3 |
| ARV 219 Multimedia Techniques | 3 |
| ARV 217 Computer Imagery 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 222 Computer Animation | 3 |
| ARV 227 Web Site Design I | 3 |
| ENG 101 English Composition I | 3 |
| MAT 155 Contemporary Mathematics OR MAT 110 College Algebra OR MAT 120 Probability & Statistics OR MAT 170 Algebra, Geometry and Trigonometry | 3 |
| Total | 12 |

Fourth Semester - Fall

| | |
|--|-----------|
| ARV 212 Digital Photography | 3 |
| ARV 220 Multimedia Presentations OR ARV 223 3D Animation I OR ARV 225 Adv. Computer Animation | 3 |
| ARV 226 Digital Video Production | 3 |
| CGC 106 Typography I | 3 |
| SPC 205 Public Speaking | 3 |
| Total | 15 |

Fifth Semester - Spring

| | |
|---|-----------|
| ARV 276 Studio Practicum I | 3 |
| ARV 280 Visual Arts Exit Portfolio | 3 |
| Digital Media Elective | 3 |
| Digital Media Elective | 3 |
| Social Science Elective | 3 |
| Total | 15 |

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.