

2006 - 2007 Commercial Graphics Associate Degree Tracking Sheet • Graphic Design Career Path

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

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 (Pre-req: RDG 100)
- _____ **ARV 123** Composition and Color Theory
(Pre-req: ARV121*)
- _____ **ARV 161** Visual Communications Media
- _____ **ARV 162** Graphic Reproduction I (Pre-req: CGC110*)
- _____ **ARV 217** Computer Imagery I (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: CGC 106*)
- _____ **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*)
- _____ **CGC 110** Electronic Publishing
(Pre-requisite: ARV 110*)
- _____ **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
- _____ **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: ARV213*)
- _____ **ARV 218** Computer Imagery II (Pre-req: ARV212*)
- _____ **ARV 220** Multimedia Presentations (Pre-req: ARV219*)
- _____ **ARV 221** Interactive Media Design
- _____ **ARV 222** Computer Animation
(Pre-req: ARV110* & ARV217*)
- _____ **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 226** Digital Video Production (Pre-req: ARV 110*)
- _____ **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 264** Special Projects in Graphic Arts
- _____ **CWE** Co-Op Work Experience (5 hours = 1 credit)

* = with a minimum grade of C

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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

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, Dreamweaver and QuarkXPress on both Macintosh and PC platforms. In addition, students learn drawing techniques, design principles and color theory in a traditional studio environment.