

GRAPHIC DESIGN
WEB SITE DESIGN

ANIMATION
DIGITAL MEDIA

MULTIMEDIA DESIGN

ART & ILLUSTRATION

PHOTOGRAPHY

COMPUTER GRAPHICS

Associate Degrees

Graphic Design Career Path
Photography Career Path
Animation Career Path
Digital Media Career Path

Certificates

Computer Animation
Advanced Computer Animation
Computer Graphics
Illustration
Photography
Digital Photography
Multimedia Design
Website Design
Art Foundations





Associate in Applied Science
Commercial Graphics – Graphic Design Career Path
Credit Requirements: 72 Semester Credit Hours

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, website 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 & Facilities

The *Graphic Design* career path is designed to provide hands-on training with PowerPoint, Photoshop, Illustrator, InDesign, Acrobat, Lightroom and Dreamweaver software on both Macintosh and PC platforms in a state-of-the-art computer lab. In addition, students gain relevant drawing and design skills in a traditional studio environment.

Recommended Sequence of Courses 2011/12

First Semester – Fall

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
ART 111 Basic Drawing I	3
ARV 110 Computer Graphics I	3
ARV 121 Design	3
ENG 101 English Composition I	3
Total 15	

Second Semester – Spring

ARV 123 Composition and Color	3
ARV 217 Computer Imagery	3
ARV 219 Multimedia Techniques	3
CGC 106 Typography I	3
CGC 110 Electronic Publishing	3
Total 15	

Third Semester – Summer

ARV 114 Photography I	
or ARV 212 Digital Photography	3
ARV 227 Website Design I	3
CGC 210 Advanced Electronic Publishing	3
MAT 155 Contemporary Mathematics	
or MAT 109 College Algebra with Modeling	
or MAT 110 College Algebra	
or MAT 120 Probability and Statistics	
or MAT 170 Algebra, Geometry & Trigonometry	3
Total 12	

Fourth Semester – Fall

ARV 162 Graphic Reproduction I	3
ARV 222 Computer Animation	3
ARV 261 Advertising Design I	3
ELE Graphic Elective	3
SPC 205 Public Speaking	3
Total 15	

Fifth Semester – Spring

ARV 136 Motion Graphics I	3
ARV 276 Studio Practicum I	3
ARV 280 Visual Arts Exit Portfolio	3
ELE Graphic Elective	3
ELE Behavioral/Social Sciences Elective	3
Total 15	

PHOTOGRAPHY

Associate Degree

Program Overview

The *Photography* career path in the Commercial Graphics associate degree prepares students for careers as photographers. The program is designed to provide training in the use of various cameras, photo composition, darkroom processes, lighting techniques and digital imaging as well as in design principles and color theory. The program emphasizes both the artistry and technical requirements necessary to be successful in this highly creative and competitive field.

Career Possibilities

The *Photography* career path prepares students for entry-level positions as photographers for commercial studios, magazines, newspapers, ad agencies and stock photo houses. Graduates may also choose to pursue a career as a freelance photographer.

Technology & Facilities

The *Photography* career path is designed to provide hands-on training in the use of 35mm, medium-format, large-format and digital cameras as well as photographic lighting and traditional darkroom equipment. Students learn to use Lightroom, Photoshop and Dreamweaver software, film and image scanners and printers on both Macintosh and PC platforms in a state-of-the-art computer lab. In addition, students gain relevant skills in drawing, design skills, business procedures and aesthetics in a traditional studio environment.

Associate in Applied Science
Commercial Graphics – Photography Career Path
Credit Requirements: 72 Semester Credit Hours

Recommended Sequence of Courses 2011/12

First Semester – Fall

ARV 114 Photography I	3
ARV 121 Design	3
ARV 212 Digital Photography	3
ARV 217 Computer Imagery	3
ENG 101 English Composition I	3
Total 15	

Second Semester – Spring

ARV 110 Computer Graphics I	3
ARV 115 Aesthetics of Photography	3
ARV 123 Composition and Color	3
ARV 213 Lighting	3
ARV 214 Photography II	3
Total 15	

Third Semester – Summer

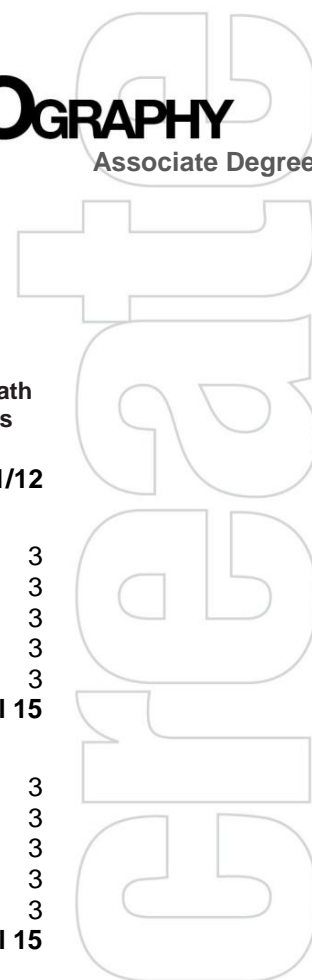
ART 101 Art History and Appreciation or ART 105 Film as Art or ART 107 History of Early Western Art or ART 108 History of Western Art	3
ARV 215 Photography III	3
ARV 216 Lighting II	3
SPC 205 Public Speaking	3
Total 12	

Fourth Semester – Fall

ARV 227 Website Design I	3
ARV 230 Visual Arts Business Procedures	3
ARV 232 Digital Photography II	3
MAT 155 Contemporary Mathematics or MAT 109 College Algebra with Modeling or MAT 110 College Algebra or MAT 120 Probability and Statistics or MAT 170 Algebra, Geometry & Trigonometry	3
ELE Photography Elective	3
Total 15	

Fifth Semester – Spring

ARV 276 Studio Practicum I	3
ARV 280 Visual Arts Exit Portfolio	3
ELE Photography Elective	3
ELE Photography Elective	3
ELE Behavioral/Social Sciences Elective	3
Total 15	





**Associate in Applied Science
Commercial Graphics – Animation Career Path
Credit Requirements: 72 Semester Credit Hours**

Program Overview

The *Animation* career path in the Commercial Graphics associate degree provides training in animation, modeling, character rigging, texture painting, camera tracking, compositing and other artistry skills necessary for working in the electronic arts industry. Students will build a knowledge base necessary for creating work for special effects productions within the defense, game, commercial, and film industries.

Career Possibilities

The *Animation* career path prepares students for entry-level positions as a 2-D animator; 3-D artist skilled in animating, rigging, modeling, texturing and lighting; storyboard and concept artist; character designer; layout and background artist; mixed-media animator; stop motion animator; compositor or demo artist.

Technology & Facilities

The *Animation* career path is designed to provide hands-on training with Photoshop, Flash, 3ds Max, Maya, Final Cut Pro, Illustrator and Dreamweaver on both Macintosh and PC platforms in a state-of-the-art computer lab. In addition, students gain relevant drawing and design skills in a traditional studio environment.

Recommended Sequence of Courses 2011/12

First Semester – Fall

ART 111 Basic Drawing I	3
ARV 110 Computer Graphics I	3
ARV 121 Design	3
ARV 217 Computer Imagery	3
ENG 101 English Composition I	3
Total 15	

Second Semester – Spring

ART 105 Film as Art	3
ARV 123 Composition and Color	3
ARV 125 Drawing for Animators	3
ARV 222 Computer Animation	3
ARV 247 3D Animation III	3
Total 15	

Third Semester – Summer

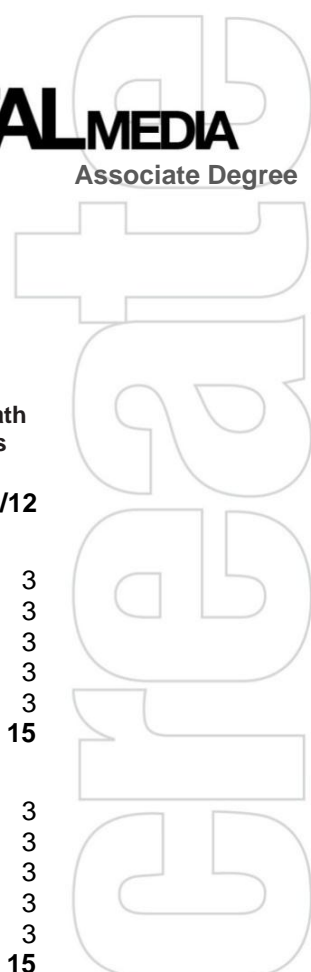
ARV 136 Motion Graphics I	3
ARV 248 3D Animation IV	3
FLM 148 Basic Editing	3
SPC 205 Public Speaking	3
Total 12	

Fourth Semester – Fall

ARV 223 3D Animation I	3
ARV 227 Website Design I	3
ARV 249 Special Effects	3
ELE Animation Elective	3
MAT 155 Contemporary Mathematics or MAT 109 College Algebra with Modeling or MAT 110 College Algebra or MAT 120 Probability and Statistics or MAT 170 Algebra, Geometry & Trigonometry	3
Total 15	

Fifth Semester – Spring

ARV 263 Special Projects in Computer Animation	3
ARV 280 Visual Arts Exit Portfolio	3
ELE Animation Elective	3
ELE Animation Elective	3
ELE Behavioral/Social Sciences Elective	3
Total 15	



Associate in Applied Science
Commercial Graphics – Digital Media Career Path
Credit Requirements: 72 Semester Credit Hours

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 & Facilities

The *Digital Media* career path is designed to provide hands-on training with PowerPoint, Photoshop, Illustrator, Dreamweaver, Flash, Director, Lightroom and animation software on both Macintosh and PC platforms in a state-of-the-art computer lab. In addition, students gain relevant drawing and design skills in a traditional studio environment.

Recommended Sequence of Courses 2011/12

First Semester – Fall

ART 111 Basic Drawing I	3
ARV 110 Computer Graphics I	3
ARV 121 Design	3
ARV 221 Interactive Media Design	3
ENG 101 English Composition I	3
Total 15	

Second Semester – Spring

ARV 123 Composition and Color	3
ARV 217 Computer Imagery	3
ARV 219 Multimedia Techniques	3
ARV 222 Computer Animation	3
CGC 106 Typography I	3
Total 15	

Third Semester – Summer

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
ARV 136 Motion Graphics I	3
ARV 225 Advanced Computer Animation	3
ARV 227 Website Design I	3
Total 12	

Fourth Semester – Fall

ARV 212 Digital Photography	3
ARV 229 Advanced Multimedia	3
FLM 148 Basic Editing	3
MAT 155 Contemporary Mathematics or MAT 109 College Algebra with Modeling or MAT 110 College Algebra or MAT 120 Probability and Statistics or MAT 170 Algebra, Geometry & Trigonometry	3
SPC 205 Public Speaking	3
Total 15	

Fifth Semester – Spring

ARV 276 Studio Practicum I	3
ARV 280 Visual Arts Exit Portfolio	3
ELE Digital Media Elective	3
ELE Digital Media Elective	3
ELE Behavioral/Social Sciences Elective	3
Total 15	

COMPUTER ANIMATION

Certificate

Program Overview

The *Computer Animation* certificate is designed to provide training in basic design principles and theories, animation and sequential drawing techniques, two- and three-dimensional computer animation, image manipulation, and digital video editing.

Career Possibilities

Computer Animation graduates are prepared for an entry level position as a 2-D animator; 3-D artist skilled in animating, rigging, modeling, texturing and lighting; storyboard and concept artist; character designer; layout and background artist; stop motion animator; mixed-media animator; compositor or demo artist.

Technology & Facilities

The *Computer Animation* certificate program provides hands-on training with Photoshop, Illustrator, Flash, Final Cut Pro and Maya on both Macintosh and PC platforms in a state-of-the-art computer lab. In addition, students gain relevant drawing and design skills in a traditional studio environment.

Certificate in Applied Science

Credit Requirements: 33 Semester Credit Hours

Recommended Sequence of Courses 2011/12

First Semester – Fall

ART 111 Basic Drawing I	3
ARV 110 Computer Graphics I	3
ARV 121 Design	3
ARV 217 Computer Imagery	3
Total	12

Second Semester – Spring

ARV 123 Composition and Color	3
ARV 125 Drawing for Animators	3
ARV 222 Computer Animation	3
ARV 247 3D Animation III	3
Total	12

Third Semester – Summer

ARV 248 3D Animation IV	3
ARV 280 Visual Arts Exit Portfolio	3
FLM 148 Basic Editing	3
Total	9

ADVANCED COMPUTER ANIMATION

Certificate

Program Overview

The *Advanced Computer Animation* certificate is designed for students with previous experience in 3D animation who want to move into an advanced software environment and learn how to create 3D animation using a non-linear, node-based process.

Career Possibilities

Advanced Computer Animation graduates are prepared for an entry level position as a 2-D animator; 3-D artist skilled in animating, rigging, modeling, texturing and lighting; storyboard and concept artist; character designer; layout and background artist; mixed-media animator; stop motion animator; compositor or demo artist.

Technology & Facilities

The *Advanced Computer Animation* certificate program provides hands-on training with Photoshop, Illustrator, Flash, 3ds Max, Final Cut Pro and Maya on both Macintosh and PC platforms in a state-of-the-art computer lab. In addition, students gain relevant drawing and design skills in a traditional studio environment.

Certificate in Applied Science

Credit Requirements: 15 Semester Credit Hours

Recommended Sequence of Courses 2011/12

First Semester – Fall

ARV 136 Motion Graphics I	3
ARV 223 3D Animation I	3
ARV 249 Special Effects	3
Total	9

Second Semester – Spring

ARV 227 Website Design I	3
ARV 263 Special Projects in Computer Animation	3
Total	6

Program Overview

The *Computer Graphics* certificate is designed to provide training in design principles, color theory, typography, graphic design, image manipulation, desktop publishing, pre-press procedures, website and advertising design.

This program is ideal for individuals who already have a college degree and are considering a career change. It will also benefit those who are presently employed in the digital media industry and are seeking to expand or update their skill set.

Career Possibilities

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

Technology & Facilities

The *Computer Graphics* certificate is designed to provide hands-on training with Photoshop, Illustrator, InDesign, Acrobat, Lightroom and Dreamweaver software on both Macintosh and PC platforms in a state-of-the-art computer lab. In addition, students gain relevant drawing and design skills in a traditional studio environment.

COMPUTER GRAPHICS

Certificate

Certificate in Applied Science

Credit Requirements: 36 Semester Credit Hours

Recommended Sequence of Courses 2011/12

First Semester – Fall

ARV 110 Computer Graphics I	3
ARV 121 Design	3
ARV 217 Computer Imagery	3
ARV 227 Website Design I	3
Total 12	

Second Semester – Spring

ARV 123 Composition and Color	3
ARV 210 Computer Graphics II or ARV 212 Digital Photography	3
CGC 106 Typography I	3
CGC 110 Electronic Publishing	3
Total 12	

Third Semester – Summer

ARV 162 Graphic Reproduction I	3
ARV 261 Advertising Design I	3
ARV 280 Visual Arts Exit Portfolio	3
CGC 210 Advanced Electronic Publishing	3
Total 12	

Program Overview

The *Illustration* certificate is designed to provide training in both traditional and digital illustration techniques that are used to create imagery for business, advertising, entertainment and educational applications. This program is ideal for graphic design students who would like to specialize in illustration or individuals seeking to expand their drawing skills.

Career Possibilities

Graduates will be able to qualify for entry-level employment positions as commercial illustrators, storyboard artists, publication illustrators, freelance illustrators, quick sketch artists, digital illustrators as well as illustrators for book covers, advertising, greeting cards and children's books.

Technology & Facilities

The *Illustration* certificate is designed to provide hands-on training with Photoshop, Illustrator and Lightroom on both Macintosh and PC platforms in a state-of-the-art computer lab. In addition, students gain relevant drawing and design skills in a traditional studio environment.

ILLUSTRATION

Certificate

Certificate in Applied Science

Credit Requirements: 33 Semester Credit Hours

Recommended Sequence of Courses 2011/12

First Semester – Fall

ART 111 Basic Drawing I	3
ARV 110 Computer Graphics I	3
ARV 121 Design	3
ARV 217 Computer Imagery	3
Total 12	

Second Semester – Spring

ART 112 Basic Drawing II	3
ARV 123 Composition and Color	3
ARV 205 Graphic Illustration	3
ARV 212 Digital Photography or ARV 125 Drawing for Animators	3
Total 12	

Third Semester – Summer

ARV 210 Computer Graphics II	3
ARV 218 Computer Imagery II	3
ARV 280 Visual Arts Exit Portfolio	3
Total 9	

Program Overview

The *Photography* certificate is designed to provide training in design principles, color theory, the use of various cameras, photo composition, darkroom processes, lighting techniques and digital imaging.

This program is ideal for individuals who already have a college degree and are considering a career change. It can also benefit those who are presently employed in the photography industry and are seeking to expand or update their skill set.

Career Possibilities

The *Photography* certificate prepares students for entry-level positions as photographers for commercial studios, magazines, newspapers, ad agencies and stock photo houses. Graduates may also choose to pursue a career as a freelance photographer.

Technology & Facilities

The *Photography* certificate is designed to provide hands-on training in the use of 35mm, medium-format, large-format and digital cameras as well as photographic lighting and traditional darkroom equipment. Students learn to use Photoshop and Lightroom software, film and image scanners and printers in a state-of-the-art computer lab. In addition, students gain relevant skills in drawing, design skills, business procedures and aesthetics in a traditional studio environment.

PHOTOGRAPHY

Certificate

Certificate in Applied Science

Credit Requirements: 36 Semester Credit Hours

Recommended Sequence of Courses 2011/12

First Semester – Fall

ARV 114 Photography I	3
ARV 121 Design	3
ARV 212 Digital Photography	3
ARV 217 Computer Imagery	3

Total 12

Second Semester – Spring

ARV 115 Aesthetics of Photography	3
ARV 123 Composition and Color	3
ARV 213 Lighting	3
ARV 214 Photography II	3

Total 12

Third Semester – Summer

ARV 215 Photography III	3
ARV 216 Lighting II	3
ARV 230 Visual Arts Business Procedures	3
ARV 280 Visual Arts Exit Portfolio	3

Total 12

Program Overview

The *Digital Photography* certificate is designed to provide training in design principles, color theory, the use of digital cameras, photo composition, lighting techniques and digital imaging. This program is ideal for individuals who already have a college degree and are considering a career change. It can also benefit those who are presently employed in the photography industry and are seeking to expand or update their skill set.

Career Possibilities

The *Digital Photography* certificate prepares students for entry-level positions as photographers for commercial studios, magazines, newspapers, ad agencies and stock photo houses. Graduates may also choose to pursue a career as a freelance photographer.

Technology & Facilities

The *Digital Photography* certificate is designed to provide hands-on training in the use of digital cameras as well as photographic lighting equipment. Students learn to use Photoshop and Lightroom software, film and image scanners and printers in a state-of-the-art computer lab. In addition, students gain relevant skills in drawing, design skills, business procedures and aesthetics in a traditional studio environment.

DIGITAL PHOTOGRAPHY

Certificate

Certificate in Applied Science

Credit Requirements: 30 Semester Credit Hours

Recommended Sequence of Courses 2011/12

First Semester – Fall

ARV 121 Design	3
ARV 217 Computer Imagery	3
ARV 212 Digital Photography	3

Total 9

Second Semester – Spring

ARV 115 Aesthetics	3
ARV 123 Composition and Color	3
ARV 213 Lighting	3
ARV 232 Digital Photography II	3

Total 12

Third Semester – Summer

ARV 216 Lighting II	3
ARV 230 Visual Arts Business Procedures	3
ARV 280 Visual Arts Exit Portfolio	3

Total 9

Program Overview

The *Multimedia Design* certificate program is designed to provide training in design principles, color theory, image manipulation, computer animation, interactive media, website design, multimedia authoring and digital video editing. This program is ideal for individuals who already have a college degree and are considering a career change. It will also benefit those who are presently employed in the digital media industry and are seeking to expand or update their skill set.

Career Possibilities

Graduates will be able to qualify for entry-level 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 & Facilities

The *Multimedia Design* certificate is designed to provide hands-on training with PowerPoint, Photoshop, Illustrator, Dreamweaver, Flash, Director and Final Cut Pro on both Macintosh and PC platforms in a state-of-the-art computer lab. In addition, students gain relevant drawing and design skills in a traditional studio environment.

MULTIMEDIA DESIGN

Certificate

Certificate in Applied Science

Credit Requirements: 39 Semester Credit Hours

Recommended Sequence of Courses 2011/12

First Semester – Fall

ARV 110 Computer Graphics I	3
ARV 121 Design	3
ARV 217 Computer Imagery	3
ARV 221 Interactive Media Design	3

Total 12

Second Semester – Spring

ARV 123 Composition and Color	3
ARV 219 Multimedia Techniques	3
ARV 222 Computer Animation	3
ARV 227 Website Design I	3
FLM 148 Basic Editing	3

Total 15

Third Semester – Summer

ARV 136 Motion Graphics I	3
ARV 225 Advanced Computer Animation	3
ARV 229 Advanced Multimedia	3
ARV 280 Visual Arts Exit Portfolio	3

Total 12

Program Overview

The *Website Design* certificate program is designed to provide training in design, principles, color theory, digital photography, image manipulation, computer animation, interactive media, website design and digital video editing. This program is ideal for individuals who already have a college degree and are considering a career change. It will also benefit those who are presently employed in the internet industry and are seeking to expand or update their skill set.

Career Possibilities

The *Website Design* certificate prepares students for entry-level positions as website, and internet designers.

Technology & Facilities

The *Website Design* certificate is designed to provide hands-on training with Photoshop, Illustrator, Acrobat, Dreamweaver, Flash, Lightroom and Final Cut Pro on both Macintosh and PC platforms in a state-of-the-art computer lab. In addition, students gain relevant drawing and design skills in a traditional studio environment.

WEBSITE DESIGN

Certificate

Certificate in Applied Science

Credit Requirements: 39 Semester Credit Hours

Recommended Sequence of Courses 2011/12

First Semester – Fall

ARV 121 Design	3
ARV 212 Digital Photography	3
ARV 217 Computer Imagery	3
ARV 221 Interactive Media Design	3

Total 12

Second Semester – Spring

ARV 110 Computer Graphics I	3
ARV 123 Composition and Color	3
ARV 222 Computer Animation	3
ARV 227 Website Design I	3
FLM 148 Basic Editing	3

Total 15

Third Semester – Summer

ARV 136 Motion Graphics I	3
ARV 225 Advanced Computer Animation	3
ARV 228 Website Design II	3
ARV 280 Visual Arts Exit Portfolio	3

Total 12

ART FOUNDATIONS

Certificate

Program Overview

The *Art Foundations* certificate is designed for students who are presently enrolled in either the Associate in Arts or Associate in Science program and who plan on pursuing a four year degree in art. This certificate program will help individuals to create an academic placement portfolio that demonstrates a variety of advanced skills in order to be competitive for admission to art program at four year college or university.

Career Possibilities

Depending on the program of study at the four year institution, this program could lead to a career in art education, fine art, illustration, graphic design, photography, advertising design or any other creative line of work.

Technology & Facilities

The *Art Foundations* certificate is designed to provide hands-on training in design principles, drawing techniques, color theory and photography as well as an appreciation and knowledge of art history.

Certificate in Applied Science

Credit Requirements: 24 Semester Credit Hours

Recommended Sequence of Courses 2011/12

First Semester – Fall

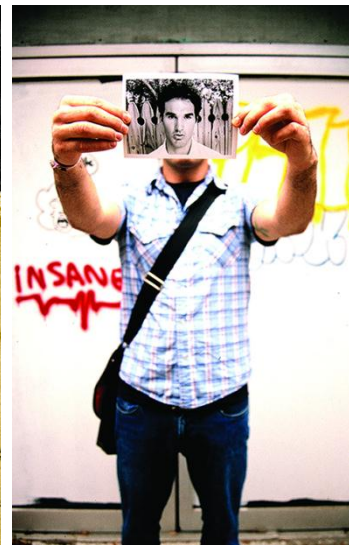
ART 107 History of Early Western Art or ART 105 Film as Art	3
ART 111 Basic Drawing I	3
ARV 114 Photography I or ARV 212 Digital Photography	3
ARV 121 Design	3
Total	12

Second Semester – Spring

ART 108 History of Western Art	3
ART 112 Basic Drawing II	3
ARV 123 Composition and Color	3
ARV 280 Visual Arts Exit Portfolio	3
Total	12



Use YOUR brain,
YOUR hands,
YOUR imagination,
YOUR creativity,
YOUR talent.
Make art YOUR daily work.



TRIDENT TECHNICAL COLLEGE
Film, Media and Visual Arts

Post Office Box 118067
Charleston, SC 29423-8067
www.tridenttech.edu/create.htm
843.574.6852



Course Descriptions

Visual Arts Department – 2011/12

ART 111 Basic Drawing I 2 -3 -3

This course provides an introduction to the materials and the basic techniques of drawing.

ART 112 Basic Drawing II 2 -3 -3

This course covers a study of the materials and basic techniques of drawing.

Prereq: ART 111 with a minimum grade of C

ARV 110 Computer Graphics I 2 -3 -3

This course is a 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.

Prereq: 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.

Prereq: 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.

Prereq: 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.

Prereq: ART 111 with a minimum grade of C or approval of department head

ARV 136 Motion Graphics I 3 -0 -3

This course emphasizes techniques used to create motion graphics and visual effects. Adobe After Effects software is used.

Prereq: ARV 222 with a minimum grade of C

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.

Prereq: 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.

Coreq: ARV 121 Prereq: ART 111 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.

Prereq: 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 should 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.

Prereq: 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.

Prereq: ARV 114 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.

Prereq: 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.

Prereq: 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 communication 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 II 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 the focus.

Prereq: 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. It is recommended that students enrolling in ARV 219 be familiar with basic computer functions and computer file management.

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.

Prereq or Coreq: ARV 110

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.
Prereq: ARV 217 or FLM 168 with a minimum grade of C.
Departmental approval for non Animation and Advanced Animation majors.

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.
Prereq: 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.
Prereq: ARV 222 with a minimum grade of C

ARV 227 Website Design I 2 -3 -3

This course introduces the production of an interactive website.
Prereq or Coreq: ARV 217 or FLM 168

ARV 228 Website Design II 2 -3 -3

This course covers a study of advanced website design techniques culminating in an interactive website.
Prereq: ARV 217 and 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. 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.
Prereq: ENG 100 and MAT 032 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.
Prereq: ARV 217 with a minimum grade of C
Prereq or Coreq: ARV 213

ARV 247 3-D 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.
Prereq: ARV 217 or FLM 168 with a minimum grade of C

ARV 248 3-D 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.
Prereq: ARV 247 with a minimum grade of C

ARV 249 Special Effects 2 -3 -3

This course emphasizes the 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.
Coreq: ARV 136 Prereq: ARV 247 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 skills used in the visual communications field.
Prereq: ARV 217, CGC 106 and 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.
Prereq: 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.
Coreq: ARV 215

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. This course should be taken in the last semester.
Prereq: 33 semester credit hours in ART, ARV and/or CGC courses with a minimum GPA of 2.0 or departmental approval

ARV 280 Visual Arts Exit Portfolio 2 -3 -3

This course covers the preparation of students' job seeking or academic placement portfolios. The course includes lectures, demonstrations and studio work. Students must successfully complete the required Portfolio Review in order to register for this course. This course should be taken in the last semester.
Prereq: Departmental approval

CGC 001 2 -3 -3

Indicates credit given for commercial graphics course work transferred from another college for which there is no equivalent course at TTC.

CGC 106 Typography I 2 -3 -3

This course covers typography, photocomposition and design with letterforms using Adobe Illustrator software.
Prereq: 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.
Prereq: ARV 110

CGC 210 Advanced Electronic Publishing 2 -3 -3

This course covers a wide range of computer hardware, software and peripherals.
Prereq: 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.

Visual Arts Department Full-Time Faculty

Department Head:	Richard Dooley	Richard.Dooley@tridenttech.edu	200/233	574.6755
Coordinator:	Tamala Leighfield	Tamala.Leighfield@tridenttech.edu	500/124	574.6149
Faculty:	Carley Augustine	Carley.Augustine@tridenttech.edu	200/231	574.6654
	Sherri Brown	Sherri.Brown@tridenttech.edu	200/223	574.6185
	Dolly Rosenbrook	Dolly.Rosenbrook@tridenttech.edu	200/224	574.6675
	Evan Sheppard	Evan.Sheppard@tridenttech.edu	200/230	574.6944
	James Sidletsky	James.Sidletsky@tridenttech.edu	200/229	574.6406
	Scott Wallace	Scott.Wallace@tridenttech.edu	200/221	574.6695

