

Graphic Design: Multimedia Option (EB70) 2015-2016 Catalog

The Graphic Design Degree- Multimedia Option (formerly Computer Graphics Option) focuses on the multimedia area of the Graphic Design Industry. This includes exploring fundamentals in web design, animation, and digital video.

Outcomes:

- Attain mastery of the basic conventions of drawing and design. •
- Become competent in the specific skills that are required in today's graphic design industry.
- Demonstrate the skills necessary for visual thinking and productive problem-solving.
- Become familiar with the computer graphics software products that have become industry standards. Acquire the fundamental skills that are essential for the multimedia trends in the graphic design industry.
- ٠

Suggested Sequence of Courses:

Prerequisite or parallel courses may be required. Please check individual course descriptions for details.

Freshman Year

1 ENG* E101	Composition	3
¹ Mathematics	Elective	3-4
ART* E121	Two-Dimensional Design	3
ART* E111	Drawing I	3
ENG* E102	Literature & Composition	3
GRA* E111	Introduction to Computer Graphics	3
ART* E109	Color Theory	3
GRA* E151	Graphic Design	3
GRA* E230	Digital Imaging I	3
Behavioral Science	Elective	3
Sophomore Year		
Humanities	Elective	3
Social Science	Elective	3
Science	Elective	3-4
ART* E250	Digital Photography I	3
ART* E103	Art History III	3
GRA* E241	Digital Page Design	3
GRA* E261	Web Design	3
GRA* E271	Computer Animation	3
or		
GRA* E272	3D Animation: MAYA	
DGA* E283	Digital Video Editing	3
² Art	Elective	3

Total Credits:

³Open

ART* E290

64-67

3-4

1

¹ MAT* E075, MAT* E095 not acceptable.

² Choose from: ART* E101, ART* E102, ART* E112, ART* E155, ART* E157, ART* E244, ART* E253, ART* E280

³ Cannot be an ART/GRA course.

NOTE: For degree completion the student must complete the Computer Literacy Requirement.

Portfolio Preparation I

Elective

NOTE: A minimum of 15 credits must be taken in 200-level courses.