

LANSING COMMUNITY COLLEGE

CURRICULUM GUIDE

Computer Graphics, Multimedia
Associate in Applied Arts Degree

Curriculum Code: 0194 (Effective Fall 2006 – Summer 2011)

A multimedia designer is a computer artist who uses many electronic tools to create interactive art. Multimedia designers must have creative abilities and design, drawing, problem-solving, production, communication, and presentation skills. Multimedia is a cooperative process. The multimedia designer should expect to work as part of a team which may include animators, graphic designers, photographers, audio and video producers, writers and others. Employment can be with advertising agencies, on-line magazines and newspapers, in-house training in the public and private sector, and the education/ entertainment industry. **Not all courses in this program transfer to all colleges.** Students planning to transfer should see an academic advisor or counselor before enrolling in any course.

PREREQUISITES

Students should see *Course Descriptions* or *Course Offerings* for course prerequisite information. See the *Assessment and Placement Testing* section for skills assessment and advising information.

INFORMATION

Contact the Media, Art, and Information Technologies Department, Gannon Vocational-Technical Center, Room 131, telephone number (517) 483-1546 or Counseling and Advising Centers, Gannon Vocational-Technical Center, Room 204, telephone number (517) 483-1904.

REQUIREMENTS

TOTAL: 64 CREDITS
CREDIT HOURS

CODE	TITLE	
ARTS102	Design & Communication	3
ARTS131	Drawing I	3
ARTS132	Figure Drawing	3
ARTS151	Computer Graphics/Illustration	3
ARTS162	Typography	3
ARTS171	Computer Graphics/Digital Imaging	3
ARTS173	Computer Graphics/Web Design	3
ARTS195	Employment & Business Issues for Artists	1
ARTS216	Humorous Illustration I	3
ARTS228	Advanced Digital Imaging	3
ARTS229	Computer Graphics/Advanced Web Design	3
ARTS232	Computer Graphics/2-D Animation	3
ARTS234	Comp Graphics/3-D Animation I	4
ARTS235	Computer Graphics/3-D Animation II	4
ARTS236	Computer Graphics and Production	3
ARTS269	The Portfolio	2
ARTS281	Art Internship	3
MATH118	The Art of Geometry (See Note 1)	3
MTEC120	Audio Production I	4
MTEC140	Desktop Video Production	3
PHYS120	The Art of Physics	4

LIMITED CHOICE REQUIREMENTS**TOTAL: 6–8 CREDITS**Complete the indicated number of credits from **EACH CHOICE** listed below.**CHOICE 1: General Education Core Areas****6–8 Credits**(See *General Education Core Requirements* for information on how to fulfill these requirements.)

Core area proficiency exams, where appropriate, are available for each core area.)

Communication Core Area (See Note 2)	0
Global Perspectives and Diversity Core Area	3–4
Mathematics Core Area (See Note 2)	0
Science Core Area (See Note 2)	0
Writing Core Area	3–4

MINIMUM TOTAL**70****NOTES:**

1. MATH118 is the minimum Math requirement to meet the General Education Core Math requirement for this curriculum. Students wishing to transfer to a four-year college should see a Media, Art, and Information Technologies Department advisor for appropriate Math Core selections.
2. Students completing "REQUIREMENTS" have fulfilled the requirements for this Core area.

SUGGESTED COURSE SEQUENCE

Students should see course descriptions to find out when departments plan to offer courses. Students who for any reason are unable to follow the course sequence suggested below (for example, those who are part-time, have transferred in courses from another school, or have prerequisites to fulfill) should contact an academic advisor or counselor for help with adjustments.

I	II	III	IV
ARTS102	ARTS132	ARTS173	ARTS229
ARTS131	ARTS151	ARTS216	ARTS232
ARTS162	ARTS171	ARTS228	ARTS235
MATH118	MTEC140	ARTS234	MTEC120
Lim.Ch.	PHYS120		
V			
ARTS195			
ARTS236			
ARTS269			
ARTS281			
Lim.Ch.			