

LANSING COMMUNITY COLLEGE

CURRICULUM GUIDE

Computer Graphics, Multimedia
Associate in Applied Arts Degree

Curriculum Code: 0194 (Effective Fall 2009 – Summer 2014)

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 Building, Room 131, telephone number (517) 483-1546 (Website: www.lcc.edu/mait/) or Counseling and Advising Centers, Gannon Building, Room 204, telephone number (517) 483-1904.

REQUIREMENTS

TOTAL: 58 CREDITS
CREDIT HOURS

CODE	TITLE	
ARTS 102	Design & Communication	3
ARTS 131	Drawing I	3
ARTS 132	Figure Drawing	3
ARTS 151	Computer Graphics/Illustration	3
ARTS 162	Type Communications	3
ARTS 171	Comp Graphics/Digital Imaging	3
ARTS 173	Computer Graphics/Web Design	3
ARTS 216	Humorous Illustration I	3
ARTS 229	Comp Graphics/Adv Web Design	3
ARTS 232	Comp Graphics/2-D Animation	3
ARTS 234	Comp Graphics/3-D Animation I	3
ARTS 235	Comp Graphics/3-D Animation II	3
ARTS 236	Comp Graphics and Production	3
ARTS 237	Comp Graphic/Flash Game Design	3
ARTS 269	The Portfolio	2
ARTS 281	Art Internship	3
DMAC 120	Digital Audio Production I	4
DMAC 130	Digital Video Production	4
MATH 118	The Art of Geometry (See Note 1)	3

LIMITED CHOICE REQUIREMENTS**TOTAL: 9–13 CREDITS**Complete the indicated number of credits from **EACH CHOICE** listed below.**CHOICE 1: General Education Core Areas****9–13 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	3–5
Writing Core Area	3–4

MINIMUM TOTAL	67
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NOTES:

1. MATH 118 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
ARTS 102	ARTS 132	ARTS 173	ARTS 229
ARTS 131	ARTS 151	ARTS 216	ARTS 232
ARTS 162	ARTS 171	DMAC 120	ARTS 234
MATH 118	DMAC 130	Lim.Ch.	Lim.Ch.
Lim.Ch.			

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ARTS 235
 ARTS 236
 ARTS 237
 ARTS 269
 ARTS 281