

LANSING COMMUNITY COLLEGE

CURRICULUM GUIDE

Computer Graphics, Multimedia
Associate in Applied Arts Degree

Curriculum Code: 0194 (Effective Fall 2015 – Summer 2020)

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 before enrolling in any course.

PREREQUISITES

Students should see [Course Descriptions](#) for course prerequisite information. See [Academic Assessment and Placement Testing for Student Success](#) for skills assessment and advising information.

INFORMATION

Contact the Communication, Media & the Arts Department, Gannon Building, Room 131, telephone number (517) 483-1546 (Website: www.lcc.edu/cma/) or Academic Advising Department, Gannon Building – StarZone, telephone number (517) 483-1904.

REQUIREMENTS

TOTAL: 47 CREDITS

CODE	TITLE	CREDIT HOURS
ARTS 102	Design & Communication	3
ARTS 131	Drawing I	3
ARTS 132	Figure Drawing	3
ARTS 151	Color	3
ARTS 162	Type Communications	3
ARTS 171	Comp Graphics/Digital Imaging	3
ARTS 173	Computer Graphics/Web Design	3
ARTS 226	Storyboards & Animatics	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 269	The Portfolio	2
DMAC 120	Digital Audio Production I	4

DMAC 130	Digital Video Production	4
DMAC 132	Video Post-Production I	4

LIMITED CHOICE REQUIREMENTS

TOTAL: 15-22 CREDITS

Complete the indicated number of credits from **EACH CHOICE** listed below.

CHOICE 1: [General Education Core Areas](#) 13-18 Credits

(Click the link above 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 1)	0
Global Perspectives and Diversity Core Area	3-4
Mathematics Core Area (See Note 2)	3-5
Science Core Area	4-5
Writing Core Area	3-4

CHOICE 2: Elective 2-4 Credits

ARTS 164	Vector Drawing	3
ARTS 216	Humorous Illustration I	3
PHOT 101	Basic Photo for Non-Majors	2
PHOT 111	Digital Photography I	3

MINIMUM TOTAL 62

NOTES:

1. Students completing "REQUIREMENTS" have fulfilled the requirements for this Core area.
2. 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 Communication, Media & the Arts Department advisor for appropriate Math Core selections.

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 for help with adjustments.

I	II	III	IV
ARTS 102	ARTS 132	ARTS 232	ARTS 226
ARTS 131	ARTS 151	ARTS 234	ARTS 235
ARTS 162	ARTS 171	DMAC 120	ARTS 269
Lim.Ch. Math Core	ARTS 173	DMAC 130	DMAC 132
Lim.Ch. Writing Core	Lim.Ch. Science Core	Lim.Ch. Elective	Lim.Ch. Global Core