Brookhaven College

2017 - 2018 Catalog
Program: Visual Communications
Degree Plan: Visual Communications AAS

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(Associate of Applied Science Degree)

Brookhaven only

- Students pursuing this award program are required to meet Texas Success Initiative (TSI) standards and course prerequisites.
- Students must earn at least 25% of the credit hours required for graduation through instruction by the college awarding the degree.

Degree Plan Code: Individual degree plan codes(s) have been assigned to a specific track(s) within this degree plan.

The Visual Communications program is designed to provide students with a foundation of knowledge, creative and technical skills required for the visual communications industry. The complete course of study provides for the development of creative, conceptual, technical, interpersonal, and communication skills necessary for entry-level positions. The Visual Communication Associate of Applied Science Degree is awarded for successful completion of a minimum of 60 credit hours that include a common core of academic courses and a selection of technical courses based on three areas of specialization. The degree is designed to be completed in two years. Each specialized track of study is described as follows:

Communication Design prepares students to enter the fields of graphic and Web design, advertising art, desktop publishing, and print production. This track emphasizes concept development as well as technical skills.

Interactive Media develops skills and technical knowledge to create multimedia presentations, motion and 3-D graphics, and digital video. This track emphasizes storyboard concept development and technical production.

Web Design prepares students for a career in Web design, interface design, and

design for applications in e-commerce. This track focuses on visual presentation of Web sites, including concept development, page design, and preparation of graphics and images as well as technical skills required in Web page construction.

		CREDIT HOURS
FIRST YEAR		
SEMESTER I		
ARTC 1302	Digital Imaging I	3
ARTC 1309	Basic Illustration	3
ARTC 1353	Computer Illustration	3
ARTC 1305	Basic Graphic Design	3
ENGL 1301	Composition I	3
		15
SEMESTER II		
ARTC 1313	Digital Publishing I	3
ARTC 1317	Design Communication I	3
ARTS 1304	Art History II **OR**	3
ARTC 2311	History of Communication Graphics	(3)
MATH 1332	Contemporary Mathematics (Quantitative Reasoning) **OR**	3
MATH 1314	College Algebra	(3)
+Elective	Humanities/Fine Arts	3
		15
SECOND YEAR		
SEMESTER III		
BUSI 1301	Business Principles	3
ARTC 1359	Visual Design for New Media **OR**	3
ARTC 1392	Special Topics in Design and Visual Communications	(3)
Track (A, B, or C) Course 1		3
Track (A, B, or C) Course 2		3
++Elective	Social/Behavioral Science	3
		15
SEMESTER IV		
Track (A, B, or C) Course 3		3
Track (A, B, or C) Course 4		3
Track (A, B, or C) Course 5		3
ARTC 2335	Portfolio Development for Graphic Design **OR**	3
ARTC 2380	Cooperative Education-Commercial and Advertising Art	(3)
SPCH 1311	Introduction to Speech Communication **OR**	3
SPCH 1315	Public Speaking	(3)

	15
Minimum Hours Required	60

+Humanities/Fine Arts Elective - must be selected from the AAS Core Options for Humanities/Fine Arts.

++Social/Behavioral Science Elective - must be selected from the AAS Core Options for Social/Behavioral Science.

Choose Specialty Track courses A, B, or C from the following corresponding tracks:

Track A - Communication Design (Degree Plan Code: AAS.VC.COMM.DES.08)

1 ARTC 2313	Digital Publishing II	3
2 ARTC 2317	Typographic Design	3
3 ARTC 2347	Design Communication II	3
4 ARTC 2305	Digital Imaging II	3
5 MRKG 2349	Advertising and Sales Promotion **OR**	3
5 ARTC 2340	Computer Illustration II	(3)

Track B - Interactive Media (Degree Plan Code: AAS.VC.INTER.MED.17)

1 IMED 1301	Introduction to Digital Media	3
2 IMED 1345	Interactive Digital Media I	3
3 ARTV 1351	Digital Video	3
4 ARTC 2305	Digital Imaging II	3
5 ARTV 2341	Advanced Digital Video **OR**	3
5 ARTV 1343	Digital Sound	(3)

Track C - Web Design (Degree Plan Code: AAS.VC.WEB.DESIGN)

1 IMED 1316	Web Design I	3
2 IMED 1345	Interactive Digital Media I	3
3 ARTC 2317	Typographic Design	3
4 IMED 2315	Web Design II	3
5 ITSE 1301	Web Design Tools **OR**	3
5 ARTC 2305	Digital Imaging II	(3)

NOTE: Students enrolling in this program who plan to transfer to a four-year institution should consult an advisor or counselor regarding transfer requirements and the transferability of these courses to the four-year institution of their choice.

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Cedar Valley College

2017 - 2018 Catalog
Program: Computer Graphics
Degree Plan: Computer Graphics AAS

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(Associate of Applied Science Degree)

Cedar Valley and North Lake only

- Students pursuing this award program are required to meet Texas Success Initiative (TSI) standards and course prerequisites.
- Students must earn at least 25% of the credit hours required for graduation through instruction by the college awarding the degree.

Degree Plan Code: AAS.COMP.GRAPH.17

This degree is designed to develop the hands-on skills and conceptual art knowledge necessary for a graduate to advance in career paths appropriate to their own interests and abilities. The program will allow students to gain skills in using industry standard equipment and software and will stress the role of motion graphics in designing and producing professional graphics for the web, animation, and video games.

		CREDIT HOURS
SEMESTER I		
ARTS 1311	Design I	3
ARTS 2356	Photography I **OR**	3
COMM 1316	News Photography I	(3)
ARTS 1301	Art Appreciation	3
ARTS 1316	Drawing I	3
ARTC 1302	Digital Imaging I	3
		15
SEMESTER II		
ARTC 1305	Basic Graphic Design	3
ARTS 1312	Design II	3
ARTV 1345	3-D Modeling and Rendering I	3
ARTV 1303	Basic Animation	3
IMED 1316	Web Design I	3

		15

SEMESTER III

ARTC 1313	Digital Publishing I	3
ENGL 1301	Composition I	3
ARTS 1317	Drawing II	3
+Emphasis Elective	Track 1 or 2	3
++Elective	Art History or Studio Course	3
		15

SEMESTER IV

SPCH 1311	Introduction to Speech Communication	3
	OR	
SPCH 1315	Public Speaking	(3)
BIOL 1322	Nutrition and Diet Therapy **OR**	3
++++Elective	MATH Elective	(3)
+Emphasis Elective	Track 1 or 2	3
++Elective	Art History or Studio Course	3
+++Elective	Social /Behavioral Science	3
		15
Minimum Hours Required		60

+Track 1 - Animation Emphasis:

ARTV 1341	3-D Animation I	3
ARTV 2351	3-D Animation II	3
ARTV 2345	3-D Modeling and Rendering II	3
ARTS 2346	Ceramics I	3
ARTS 2323	Life Drawing I	3

+Track 2 - Print/Web Emphasis:

ARTC 1359	Visual Design for New Media	3
ARTC 2335	Portfolio Development for Graphic Design **OR**	3
ARTC 2388	Internship-Commercial and Advertising Art	(3)
ARTC 2305	Digital Imaging II	3
ITSE 1311	Beginning Web Programming	3
MRKG 1311	Principle of Marketing	3

++Elective - Art History or Studio course must be selected from the following:

ARTS 1303	Art History I	3
ARTS 1304	Art History II	3
ARTS 2311	Design III	3
ARTS 2316	Painting I	3
ARTS 2323	Life Drawing I	3
ARTS 2326	Sculpture I	3
ARTS 2333	Printmaking I	3
ARTS 2346	Ceramics I	3
ARTC 2305	Digital Imaging II	3
ARTC 2388	Internship - Commercial and	3

	Advertising Art	
ITSE 1311	Beginning Web Programming	3
ARTC 1392	Special Topics in Design and Visual Communications	3
RTVB 1391	Special Topics in Radio and Television Broadcasting	3
MRKG 1311	Principle of Marketing	3
MRKG 2349	Advertising and Sales Promotion	3
ARTC 1359	Visual Design for New Media	3
ARTV 1341	3-D Animation I	3
ARTV 2351	3-D Animation II	3
ARTS 2313	Design Communications I	3
ARTC 2317	Typographic Design	3
FLMC 1331	Video Graphics and Visual Effects I	3
ARTC 1353	Computer Illustration	3
ARTC 1349	Art Direction I	3
ARTV 2345	3-D Modeling and Rendering II	3
ARTV 2301	2-D Animation I	3
ARTV 2330	2-D Animation II	3
ARTS 2314	Design Communications II	3
ARTS 2348	Digital Art I	3

+++Social/Behavioral Science Elective - must be selected from the AAS Core Options for Social/Behavioral Science.

++++MATH Elective--must be selected from the AAS Core Options for Mathematics.

NOTE: Students enrolling in this program who plan to transfer to a four-year institution should consult an advisor or counselor regarding transfer requirements and the transferability of these courses to the four-year institution of their choice.

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El Centro College

2017 - 2018 Catalog
Program: Internet Development Technologies
Degree Plan: Internet Development Technologies AAS

Back to Internet Development Technologies

(Associate of Applied Science Degree)

El Centro only

- Students pursuing this award program are required to meet Texas Success Initiative (TSI) standards and course prerequisites.
- Students must earn at least 25% of the credit hours required for graduation through instruction by the college awarding the degree.

Degree Plan Code: Individual degree plan codes(s) have been assigned to a specific track(s) within this degree plan.

This associate degree is designed to provide specialized training for work on corporate, Website development teams. The program includes one semester of Internet Development Technologies core curriculum, followed by three semesters of study in one of four specialization tracks: Site System Administration, Web Application Development, Interactive Media Development, or Internet Marketing.

Site System Administration track provides training in the configuration, maintenance and management of server technologies utilized in the delivery of complex web services. Areas of study include installing and configuring Windows, UNIX/Linux, Macintosh OS, monitoring and securing Web site servers.

Web Application Development track provides training in the use of object-oriented programming tools to construct interactive, database driven publishing and Internet Marketing Systems. Areas of study include object oriented programming, Visual Basic, JAVA, JavaScript, XHTML & HTML5/CSS3, creating and maintaining Microsoft SQL Server, UNIX/Linux, Active Server Pages, and databases.

Interactive Media Development track provides training in the integration of text, digital graphics, audio and video materials into a media-rich, Web information space. Areas of study include interactive animations in Flash, PhotoShop, Dreamweaver, and streaming audio and video.

Internet Marketing track provides training in online web marketing solutions that are prevalent in today's business environment. Areas of study include project analysis and design, marketing research, and managing web site development projects.

Prerequisites: A working knowledge and understanding of personal computers and operating systems obtained in ITSC 1401 or BCIS 1405 or COSC 1301 or equivalent experience approved by Information Technology personnel.

PROGRAM CORE CURRICULUM

SEMESTER I

		CREDIT HOURS
IMED 1416	Web Design I	4
ARTC 1402	Digital Imaging I	4
MRKG 2312	e-Commerce Marketing	3
ITSC 1405	Introduction to PC Operating Systems	4
	OR	
ITSC 1416	Linux Installation and Configuration	(4)
ENGL 1301	Composition I	3
		18

NOTE: After completing Semester I, the student will select a specialization track and complete all courses in Semesters II, III, and IV.

SITE SYSTEM ADMINISTRATION SPECIALIZATION[1]:

(Degree Plan Code: AAS.IDT.SITE.ADM)

SEMESTER II

ITNW 1425	Fundamentals of Networking Technologies	4
ITNW 1408	Implementing and Supporting Client Operating Systems	4
ITSY 1400	Fundamentals of Information Security	4
+Elective	Humanities/Fine Arts	3
		15

SEMESTER III

ITSC 1425	Personal Computer Hardware	4
ITSC 1480	Cooperative Education - Computer and Information Sciences, General **OR**	4

Elective	Any four-credit ARTC, ARTV, COSC, GAME, IMED, INEW, ITSC, OR ITSE course	(4)
BCIS 1305	Business Computer Applications	3
++Elective	MATH Elective	3
		14

SEMESTER IV

ITSE 1329	Programming Logic and Design	3
ITMT 2471	Installing and Configuring Windows Server 2012	4
+++Elective	Social/Behavioral Science	3
++++Elective	SPCH Elective	3
		13
Site System Administration Specialization AAS Minimum Hours Required		60

WEB APPLICATION DEVELOPMENT SPECIALIZATION[1]:

Semester I Curriculum Totals	18

(Degree Plan Code: AAS.IDT.WEBAPPL.17)

SEMESTER II

ITSE 2417	Java Programming **OR**	4
COSC 1436	Programming Fundamentals I **OR**	(4)
GAME 1403	Introduction to Game Design and Development	(4)
ITSE 2402	Intermediate Web Programming	4
IMED 2415	Web Design II	4
+Elective	Humanities/Fine Arts	3
		15

SEMESTER III

ITSE 2409	Database Programming	4
INEW 2438	Advanced Java Programming **OR**	4
COSC 1437	Programming Fundamentals II **OR**	(4)
GAME 1409	Introduction to Animation Programming	(4)
ITNW 1274	Managing Web Site Development Projects	2
++Elective	MATH Elective	3
		13

SEMESTER IV

INEW 2434	Advanced Web Programming	4
ITSE 2410	iOS Application Programming **OR**	4
ARTV 2470	Handheld Device Web Application Development **OR**	(4)
ARTV 2471	Android Application Programming	(4)
+++Elective	Social/Behavioral Science	3

++++Elective	SPCH Elective	3
		14
Web Application Development Specialization AAS Minimum Hours Required		60

INTERACTIVE MEDIA DEVELOPMENT SPECIALIZATION[1]:

Semester I Curriculum Totals 18

(Degree Plan Code: AAS.IDT.INTERACT.17)

SEMESTER II

IMED 1301	Introduction to Digital Media	3
ARTV 2401	2-D Animation I	4
Elective	Any three-credit ARTC, ARTV, COSC, GAME, IMED, INEW, **OR** ITSE course	3
ARTC 1305	Basic Graphic Design **OR**	3
GAME 1303	Introduction to Game Design and Development	(3)
		13

SEMESTER III

IMED 1345	Interactive Digital Media I **OR**	3
ARTV 2330	2-D Animation II	(3)
ARTV 1351	Digital Video	3
ARTV 1341	3-D Animation I **OR**	3
ARTV 1345	3-D Modeling and Rendering I	(3)
+Elective	Humanities/Fine Arts	3
++Elective	MATH Elective	3
		15

SEMESTER IV

ITNW 1274	Managing Web Site Development Projects	2
#ARTV 2345	3-D Modeling and Rendering II **OR**	3
#ARTV 2351	3-D Animation II	(3)
IMED 2311	Portfolio Development	3
+++Elective	Social/Behavioral Science	3
++++Elective	SPCH Elective	3
		14
Interactive Media Development Specialization AAS Minimum Hours Required		60

INTERNET MARKETING SPECIALIZATION[1]:

Semester I Curriculum Totals 18

(Degree Plan Code: AAS.IDT.INTERMRKT.17)

SEMESTER II

IMED 1301	Introduction to Digital Media	3
ITSE 1429	Programming Logic and Design **OR**	4
ITSC 1415	Project Management Software	(4)

Elective	Any four-credit ARTC, ARTV, BCIS, COSC, CPMT, EECT, GAME, IMED, INEW, ITCC, ITMC, ITMT, ITNW, ITSC, ITSE, ITSW, **OR** ITSY course	4
+Elective	Humanities/Fine Arts	3
		14

SEMESTER III

ITNW 1274	Managing Web Site Development Projects	2
ITSE 2409	Database Programming	4
INEW 2320	Web Analytics	3
MRKG 2348	Marketing Research and Strategies **OR**	3
BMGT 2341	Strategic Management	(3)
++Elective	MATH Elective	3
		15

SEMESTER IV

IMED 2313	Project Analysis and Design	3
Elective	Any four-credit ARTC, ARTV, BCIS, COSC, CPMT, EECT, GAME, IMED, INEW, ITCC, ITMC, ITMT, ITNW, ITSC, ITSE, ITSW, **OR** ITSY course	4
+++Elective	Social/Behavioral Science	3
++++Elective	SPCH Elective	3
		13
Internet Marketing Specialization AAS Minimum Hours Required		60

+Humanities/Fine Arts Elective - must be selected from the AAS Core Options for Humanities/Fine Arts.

++MATH Elective - must be selected from the AAS Core Options for Mathematics.

+++Social/Behavioral Science Elective - must be selected from the AAS Core Options for Social/Behavioral Science.

++++SPCH Elective - must be selected from the following:

SPCH 1311	Introduction to Speech Communication	3
SPCH 1315	Public Speaking	3
SPCH 1321	Business and Professional Communication	3

[1]All students must complete Semester I Program Core Curriculum, select a specialization track (Site System Administration, Web Application Development, Interactive Media Development, or Internet Marketing) and complete all courses in Semesters II, III, and IV within that specialization.

#Maya 3-D

NOTE: Students enrolling in this program who plan to transfer to a four-year institution should consult an advisor or counselor regarding transfer requirements and the transferability of these courses to the four-year institution of their choice.

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Eastfield College

2017 - 2018 Catalog
Program: Digital Media Technology
Degree Plan: Digital Media Technology AAS

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This degree plan includes updates that were added after it was originally published on April 4, 2017.
New students who are entering the college for the first time should follow the version on this page.

Show me the April 4, 2017, web published version.
Show me what changed in 2017-2018.

(Associate of Applied Science Degree)

Eastfield only

- Students pursuing this award program are required to meet Texas Success Initiative (TSI) standards and course prerequisites.
- Students must earn at least 25% of the credit hours required for graduation through instruction by the college awarding the degree.

Degree Plan Code: AAS.DIG.MEDIA.17

This program focuses on the application of computer technology in the area of digital publishing, preparing the student for employment in the areas of commercial printing, electronic pre-press, multimedia publishing, desktop publishing, or graphic design. A strong background in traditional skills is stressed and strengthened with training in contemporary software and business management techniques. Advanced students serve as professional interns or participate in a cooperative work program to gain practical job experience preparing them for full-time employment.

		CREDIT HOURS
SEMESTER I		
ARTC 1305	Basic Graphic Design	3

ARTS 1311	Design I	3
ARTC 1353	Computer Illustration	3
ARTC 1313	Digital Publishing I	3
BUSI 1301	Business Principles	3
+Elective	Mathematics Elective	3
		18

SEMESTER II

ARTC 1302	Digital Imaging I	3
ARTC 2313	Digital Publishing II	3
ENGL 1301	Composition I	3
++Elective	Humanities/Fine Arts	3
+++Elective	Designated Elective List	3
		15

SEMESTER III

ARTC 2305	Digital Imaging II	3
ARTC 1327	Typography	3
ARTV 1351	Digital Video	3
SPCH 1311	Introduction to Speech Communication	3
PSYC 2301	General Psychology	3
		15

SEMESTER IV

GRPH 2309	Digital Pre-Press	3
ARTC 2340	Computer Illustration II	3
ARTC 2388	Internship - Commercial and Advertisting Art	3
ARTC 2335	Portfolio Development for Graphic Design	3
		12
Minimum Hours Required		60

+Mathematics Elective - must select from the following:

MATH 1332	Contemporary Mathematics (Quantitative Reasoning)	3
MATH 1314	College Algebra	3

++Humanities/Fine Arts Elective - must be selected from the AAS Core Options for Humanities/Fine Arts.

+++Designated Elective List:

Designated Elective List

(Course taken to meet the ++Humanities/Fine Arts Elective cannot be used to meet this requirement.)

ARTS 1312	Design II	3

ARTS 1316	Drawing I	3
ARTS 1317	Drawing II	3
ARTS 2316	Painting I	3
ENGL 1302	Composition II (Prerequisite: ENGL 1301)	3

Designated Digital Imaging Electives

ARTV 2301	2-D Animation I	3
ARTV 1341	3-D Animation I	3
ARTV 1345	3-D Modeling and Rendering I	3
ARTV 2341	Advanced Digital Video	3
ARTV 2330	2-D Animation II	3
ARTV 2351	3-D Animation II	3

Designated Photography Electives

PHTC 1300	Photo Digital Imaging I	3
PHTC 2349	Photo Digital Imaging II	3
PHTC 2342	Fashion Photography	3
PHTC 2331	Architectural Photography	3

Designated Communication Electives

COMM 1307	Introduction to Mass Communications	3
COMM 1336	Video Production I	3
COMM 1337	Video Production II	3
COMM 2305	Editing and Layout	3
COMM 2311	Media Writing	3
COMM 2315	News Reporting	3
COMM 2327	Introduction to Advertising	3

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2017 - 2018 Catalog
Program: Computer Graphics
Degree Plan: Computer Graphics AAS

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(Associate of Applied Science Degree)

Cedar Valley and North Lake only

- Students pursuing this award program are required to meet Texas Success Initiative (TSI) standards and course prerequisites.
- Students must earn at least 25% of the credit hours required for graduation through instruction by the college awarding the degree.

Degree Plan Code: AAS.COMP.GRAPH.17

This degree is designed to develop the hands-on skills and conceptual art knowledge necessary for a graduate to advance in career paths appropriate to their own interests and abilities. The program will allow students to gain skills in using industry standard equipment and software and will stress the role of motion graphics in designing and producing professional graphics for the web, animation, and video games.

		CREDIT HOURS
SEMESTER I		
ARTS 1311	Design I	3
ARTS 2356	Photography I **OR**	3
COMM 1316	News Photography I	(3)
ARTS 1301	Art Appreciation	3
ARTS 1316	Drawing I	3
ARTC 1302	Digital Imaging I	3
		15
SEMESTER II		
ARTC 1305	Basic Graphic Design	3
ARTS 1312	Design II	3
ARTV 1345	3-D Modeling and Rendering I	3
ARTV 1303	Basic Animation	3
IMED 1316	Web Design I	3

		15

SEMESTER III

ARTC 1313	Digital Publishing I	3
ENGL 1301	Composition I	3
ARTS 1317	Drawing II	3
+Emphasis Elective	Track 1 or 2	3
++Elective	Art History or Studio Course	3
		15

SEMESTER IV

SPCH 1311	Introduction to Speech Communication	3
	OR	
SPCH 1315	Public Speaking	(3)
BIOL 1322	Nutrition and Diet Therapy **OR**	3
++++Elective	MATH Elective	(3)
+Emphasis Elective	Track 1 or 2	3
++Elective	Art History or Studio Course	3
+++Elective	Social /Behavioral Science	3
		15
Minimum Hours Required		60

+Track 1 - Animation Emphasis:

ARTV 1341	3-D Animation I	3
ARTV 2351	3-D Animation II	3
ARTV 2345	3-D Modeling and Rendering II	3
ARTS 2346	Ceramics I	3
ARTS 2323	Life Drawing I	3

+Track 2 - Print/Web Emphasis:

ARTC 1359	Visual Design for New Media	3
ARTC 2335	Portfolio Development for Graphic Design **OR**	3
ARTC 2388	Internship-Commercial and Advertising Art	(3)
ARTC 2305	Digital Imaging II	3
ITSE 1311	Beginning Web Programming	3
MRKG 1311	Principle of Marketing	3

++Elective - Art History or Studio course must be selected from the following:

ARTS 1303	Art History I	3
ARTS 1304	Art History II	3
ARTS 2311	Design III	3
ARTS 2316	Painting I	3
ARTS 2323	Life Drawing I	3
ARTS 2326	Sculpture I	3
ARTS 2333	Printmaking I	3
ARTS 2346	Ceramics I	3
ARTC 2305	Digital Imaging II	3
ARTC 2388	Internship - Commercial and	3

	Advertising Art	
ITSE 1311	Beginning Web Programming	3
ARTC 1392	Special Topics in Design and Visual Communications	3
RTVB 1391	Special Topics in Radio and Television Broadcasting	3
MRKG 1311	Principle of Marketing	3
MRKG 2349	Advertising and Sales Promotion	3
ARTC 1359	Visual Design for New Media	3
ARTV 1341	3-D Animation I	3
ARTV 2351	3-D Animation II	3
ARTS 2313	Design Communications I	3
ARTC 2317	Typographic Design	3
FLMC 1331	Video Graphics and Visual Effects I	3
ARTC 1353	Computer Illustration	3
ARTC 1349	Art Direction I	3
ARTV 2345	3-D Modeling and Rendering II	3
ARTV 2301	2-D Animation I	3
ARTV 2330	2-D Animation II	3
ARTS 2314	Design Communications II	3
ARTS 2348	Digital Art I	3

+++Social/Behavioral Science Elective - must be selected from the AAS Core Options for Social/Behavioral Science.

++++MATH Elective--must be selected from the AAS Core Options for Mathematics.

NOTE: Students enrolling in this program who plan to transfer to a four-year institution should consult an advisor or counselor regarding transfer requirements and the transferability of these courses to the four-year institution of their choice.

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BFA in Visual Communication with an Emphasis in New Media

The emphasis in New Media pairs creative thinking and refined design skills with computer-based multimedia and motion design. Students study a variety of media including motion graphics, modeling, animation, video, gaming concepts, interactive web and mobile apps to become innovative multimedia designers. A broad understanding of software applications and the concepts underlying them give students the capacity to stay current in this evolving field of Visual Communication.

The BFA in Visual Communication is an intensive baccalaureate degree that prepares students for professional opportunities in the fields of advertising and design. Students pursuing the degree will choose from the following emphases, each of which has a specified sequence of courses: Art Direction; Design; New Media; or Photography. Each emphasis requires the student to complete the 42-semester hour University Studies curriculum and a common core of freshman and sophomore-level art courses. These courses may be taken at A&M-Commerce or any accredited two or four-year institution. The BFA in Visual Communication does not require a minor area of concentration.

All courses in Visual Communication above the sophomore level are taught at the Universities Center at Dallas (UCD), where students are educated in a state-of-the art facility in downtown Dallas and introduced to the dynamic design community of one of the nation's most vibrant cities. Shuttle service between the Commerce campus and UCD allows students to reside in Commerce while attending classes in Dallas.

Entry into the junior year of the Visual Communication program is by portfolio review. Prior to the review, students must have completed all University Studies and core art courses as outlined in the Undergraduate Catalog. At the time of the portfolio review, students must have an overall grade point average of at least 2.5 and an average of at least 3.0 in the core art classes. For the specific requirements of the portfolio and annual deadlines for submission, please visit this web site: www.tamuc.edu/viscom

The Visual Communication program has an assessment schedule that evaluates the progress of students as they advance in the BFA degree. Students will undergo a basic assessment of their work in the third or fourth year and an assessment of their specialized work as they near graduation. The purpose of the assessments is to correct deficiencies and to encourage consistent growth in a student's portfolio, thus improving his or her

VISCOM DEGREE PLANS

- Art Direction
- Design
- New Media
- Photography in Commercial

ADMISSIONS

- Scholarships
- For Parents
- For Faculty
- For Students

VISCOM BLOG

- VisCom Blog

opportunities for rewarding employment after graduation. If a student's progress is unsatisfactory, they may be advised by the faculty to repeat courses to strengthen and further develop their skills. After the first year of the program, students will be required to enter competitive shows for the purpose of building professional experience and gaining a critical perspective of their work. In the final year of the BFA, students must pass an exit review in order to graduate. As with all degree programs at A&M-Commerce, students must earn a C or higher in their major courses for them to count towards graduation.

Provided they are part of the common course numbering system recognized across the State of Texas, courses from other accredited institutions may be transferred to A&M-Commerce. Courses that fall outside the numbering system may still be transferable, but they will be subject to a portfolio review. Portfolio reviews for transfer students will generally occur late in the spring semester for students wishing to enter the Visual Communication program in the fall semester and in the late fall semester for entry in the spring semester.

Core Curriculum Courses		
See the Core Curriculum Requirements		**42**
Required courses in the major		
Core Studio		
Art Core/Sophomore Studio		
ART 110	Drawing I	3
ART 111	Two-Dimensional Design and Color Theory	3
ART 140	Three-Dimensional Design & Color Theory	3
PHO 112	Basic Photography I	3
ART 211	Introduction to Visual Communication	3
ART 213	Figure Drawing	3
Visual Communication Core		
ART 300	Typography	4
ART 309	Digital Imaging for Visual Communication	4
ART 310	Electronic Media	4
ART 365	Design Communications I	4
ART 472	Art Direction	4
ART 475	Visual Communication Senior Studio	4
ART 497	Special Topics	2
Required/Emphasis Studio		
ART 311	Multimedia I	4
ART 312	Internet Development I	4
ART 317	Three-Dimensional I	4
ART 414	Motion Graphics	4
18 semester hours from the following:		**18**
ART 313	Interactive Vector Graphics and Animation	
ART 360	Creative Thinking	
ART 410	Three-Dimensional II	
ART 411	Multimedia II	

ART 412	Video in Visual Communication	
ART 417	Three-Dimensional III	
ART 418	Three-Dimensional IV	
ART 458	Visual Communication Professional Practice	
ART 460	3-D Painting	
ART 462	Visual Communication Branding	
ART 463	Advanced Typography	
ART 468	Design Communications IV	
ART 495	Internship	
ART 497	Special Topics	
Required Support Courses		
Art/Design History		
ART 1303	GLB/History of Art I *	
ART 1304	GLB/History of Art II *	
ART 409	History of New Media	3
3 semester hours from any upper division Art History		**3**
Total Hours		**126**

*	Also counts for Core Curriculum Requirements Visual and Performing Arts requirement.

CONNECT

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P.O. Box 3011, Commerce, Texas 75429
Phone: (903) 886-5208
Fax: (903) 886-5987
email: Patti Doster

Visual Communication Office
1910 Pacific Suite 412, Dallas, TX 75201
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DEPARTMENT OF ART

TEXAS A&M COMMERCE

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Richland College

2017 - 2018 Catalog
Program: Interactive Simulation and Game Technology
Degree Plan: Interactive Simulation and Game Technology AAS

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(Associate in Applied Sciences Degree)

Richland only

- Students pursuing this award program are required to meet Texas Success Initiative (TSI) standards and course prerequisites.
- Students must earn at least 25% of the credit hours required for graduation through instruction by the college awarding the degree.

Degree Plan Code: Individual degree plan codes(s) have been assigned to a specific track(s) within this degree plan.

The Associates of Applied Science degree in Interactive Simulation and Game Technology is designed for students seeking entry into a career in the electronic game industry or in related fields such as entertainment, communications and education that utilize interactive simulations. In addition to specializations in art and programming, the AAS degree includes a core of courses designed for transfer for those seeking further education in related fields.

CREDIT HOURS

1st Year Curriculum

SEMESTER I

GAME 1303	Introduction to Game Design and Development	3
+Elective	Specialty Elective	3
+Elective	**ART/ANIMATION/DESIGN OR** Specialty Elective **PROGRAMMING**	(4)
MATH 1314	College Algebra	3
+Elective	Specialty Elective	3
+Elective	**ART/ANIMATION/DESIGN OR** Specialty Elective **PROGRAMMING**	(3)
		12

ART/ANIMATION/DESIGN *(Semester I Credit Hours)*

OR

PROGRAMMING *(Semester I Credit Hours)* (13)

SEMESTER II

+Elective	Specialty Elective **ART/ANIMATION/DESIGN OR**	3
+Elective	Specialty Elective **PROGRAMMING**	(3)
SPCH 1311	Introduction to Speech Communication **OR**	3
SPCH 1315	Public Speaking	(3)
ENGL 1301	Composition I	3
+Elective	Specialty Elective **ART/ANIMATION/DESIGN OR**	3
+Elective	Specialty Elective **PROGRAMMING**	(3)
		12

ART/ANIMATION/DESIGN or **PROGRAMMING** (Semester II Credit Hours)

Interactive Simulation and Game Technology Core Curriculum *(1st Year Curriculum)* **ART/ANIMATION/DESIGN** Minimum Hours Required	24
OR	
Interactive Simulation and Game Technology Core Curriculum *(1st Year Curriculum)* **PROGRAMMING** Minimum Hours Required	(25)

A student must complete all courses in **ONE** specialization (**ART/ANIMATION/DESIGN** or **PROGRAMMING**) to be awarded the AAS in Interactive Simulation and Game Technology.

2nd Year Curriculum

ART/ANIMATION/DESIGN SPECIALIZATION

(Degree Plan Code: AAS.GM.ART/ANIM/DES)

SEMESTER III

+Elective	Specialty Elective	3
ARTV 2355	Character Rigging and Animation	3
+Elective	Specialty Elective	3
GAME 1372	Visual Effects for Video Games I	3
GAME 2332	Project Development I	3
		15

SEMESTER IV

+Elective	Specialty Elective	3
GAME 2387	Internship-Animation, Interactive Technology, Video Graphics and Special Effects	3
GAME 2334	Project Development II	3
++Elective	Humanities/Fine Arts	3
PSYC 2301	General Psychology	3
		15

SEMESTER V

GAME 2308	Portfolio for Game Development	3
GAME 2359	Game and Simulation Group Project	3
		6
ART/ANIMATION/DESIGN SPECIALIZATION Minimum Hours Required		60

2nd Year Curriculum

PROGRAMMING SPECIALIZATION

(Degree Plan Code: AAS.GM.PROGRAM.16)

SEMESTER III

GAME 1443	Game and Simulation Programming I	4
++Elective	Humanities/Fine Arts	3
GAME 2347	Advanced Game Programming	3
GAME 1373	Objective-C Fundamentals	3
GAME 2332	Project Development I	3
		16

SEMESTER IV

GAME 1459	Game and Simulation Programming II	4
GAME 2334	Project Development II	3
PSYC 2301	General Psychology	3
ITSE 2310	iOS Application Programming	3
		13

SEMESTER V

IMED 1391	Special Topics in Educational/Instructional Media Design	3
GAME 2359	Game and Simulation Group Project	3
		6
PROGRAMMING SPECIALIZATION Minimum Hours Required		60

+Specialty Electives (**ART/ANIMATION/DESIGN SPECIALIZATION**):

SEMESTER I

Must select **TWO** from the following:

GAME 1370	Concept Art I	3
GAME 1304	Level Design	3
ARTV 1303	Basic Animation	3

SEMESTER II

Must select **TWO** from the following:

ARTV 1345	3-D Modeling and Rendering I	3
ARTV 1341	3-D Animation I	3
GAME 2304	Level Design II	3
GAME 2370	Concept Art II	3

SEMESTER III

Must select **TWO** from the following:

ARTV 2345	3-D Modeling and Rendering II	3
ARTV 2351	3-D Animation II	3
ARTS 2323	Life Drawing I	3
ARTS 1316	Drawing I	3
GAME 1302	Interactive Storyboarding	3
ARTV 1343	Digital Sound	3

SEMESTER IV

Must select **ONE** from the following:

GAME 1371	Motion Capture	3
GAME 2372	Visual Effects for Video Games II	3

+Specialty Electives (**PROGRAMMING SPECIALIZATION**):

SEMESTER I

COSC 1436	Programming Fundamentals I	4
ITSE 1330	Introduction to C# Programming	3

SEMESTER II

GAME 2342	Game Development Using C++	3
ITSE 2321	Object-Oriented Programming	3

++Humanities/Fine Arts Elective - must be selected from the AAS Core Options for Humanities/Fine Arts.

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School of Arts, Technology, and Emerging Communication

Arts, Technology, and Emerging Communication with Animation (BA)

Students who complete the major in Arts, Technology, and Emerging Communication receive a thorough grounding in the mutually productive interaction of technology with the arts, with specific emphasis on the interplay of visual art, music, and narrative with the new modes of expression and communication that have emerged from the convergence of computing and media technologies. The program stresses not only the creation but also the potential applications and cultural implications of interactive media. A student majoring in Arts, Technology, and Emerging Communication will be required to channel selected coursework according to individual needs and specialties. Particular attention should be given to the Prescribed Electives for the major, and close consultation with academic advisors is recommended. By selecting courses from a variety of the remaining elective headings, students are able to combine courses in technology and fine arts with coursework in literary criticism and interpretation, creative writing and translation, and linguistics and languages.

Unless otherwise noted, courses in Arts, Technology, and Emerging Communication are open to all students in the University. However, students majoring in Arts, Technology, and Emerging Communication may be given preference in certain course enrollments.

Bachelor of Arts in Arts, Technology, and Emerging Communication with Animation

Degree Requirements *(120 semester credit hours)*[1]

Faculty

Professors: Anne Balsamo, Frank Dufour, Paul Fishwick, Roger Malina, Mihai Nadin

Clinical Professors: Elizabeth (Lisa) Bell, Michael Breault, Tim Christopher, Carie King, Paul Lester

Associate Professors: Christine (xtine) Burrough, Monica Evans, Eric Farrar, Todd Fechter, Rosanna Guadagno, Midori Kitagawa, Kim Knight, Maximilian Schich, Andrew Scott, Dean Terry

Clinical Associate Professors: Cassini Nazir, Derek Royal, Harold (Chip) Wood

Assistant Professors: Olivia Banner, Kristin Drogos, Phillip Hall, Casey Johnson, Angela M. Lee, Sean McComber, Ryan McMahan, Josef Nguyen

Clinical Assistant Professors: Janet Johnson, Jillian Round, Michael Stephens

Senior Lecturers: Elizabeth Boyd, Christopher Camacho, Filip Celander, Melissa Hernandez-Katz, Christina Nielsen, Barbara Vance

I. Core Curriculum Requirements: 42 semester credit hours[2]

Communication: 6 semester credit hours

COMM 1311 Survey of Oral and Technology-based Communication

RHET 1302 Rhetoric

Mathematics: 3 semester credit hours

Choose one course from the following:

MATH 1306 College Algebra for the Non-Scientist

MATH 1314 College Algebra

Or select any 3 semester credit hours from Mathematics core courses

Life and Physical Sciences: 6 semester credit hours

Select any 6 semester credit hours from Life and Physical Sciences core courses

Language, Philosophy and Culture: 3 semester credit hours

Choose one course from the following:

HUMA 1301 Exploration of the Humanities

LIT 2331 Masterpieces of World Literature

PHIL 1301 Introduction to Philosophy

PHIL 2316 History of Philosophy I

PHIL 2317 History of Philosophy II

Or select any 3 semester credit hours from Language, Philosophy and Culture core courses

Creative Arts: 3 semester credit hours

Choose one course from the following:

ARTS 1301 Exploration of the Arts

AHST 1303 Survey of Western Art History: Ancient to Medieval

AHST 1304 Survey of Western Art History: Renaissance to Modern

AHST 2331 Understanding Art

DANC 1310 Understanding Dance

THEA 1310 Understanding Theatre

FILM 2332 Understanding Film

MUSI 1306 Understanding Music

American History: 6 semester credit hours

Choose two courses from the following:

HIST 1301 U.S. History Survey to Civil War

HIST 1302 U.S. History Survey from Civil War

HIST 2301 History of Texas

HIST 2330 Themes and Ideas in American History

HIST 2332 Civil War and Reconstruction

Government / Political Science: 6 semester credit hours

GOVT 2305 American National Government

GOVT 2306 State and Local Government

Social and Behavioral Sciences: 3 semester credit hours

Select any 3 semester credit hours from Social and Behavioral Sciences core courses

Component Area Option: 6 semester credit hours

Choose two courses from the following or other Component Area Option

ARHM 2340 Creativity

ARHM 2342 Connections in the Arts and Humanities

ARHM 2343 Science and the Humanities

ARHM 2344 World Cultures

II. Major Requirements, Lower-Division: 24 semester credit

hours

ARTS 1316 Drawing Foundations

ATCM 2300 Introduction to Technoculture

ATCM 2305 Computer Animation Processes

ATCM 2303 Project Management for Arts and Technology I

ATCM 2301 Computer Imaging

ATCM 2302 Design I

CS 1335 Computer Science I for Non-majors[3]

CS 2335 Computer Science II for Non-majors[4]

III. Major Requirements, Upper-Division: 24 semester credit hours

ATCM 3301 Digital Content Design

ATCM 3340 Design II

ATCM 3311 Tools Development for Arts and Emerging Technology

or **CS 3360** Computer Graphics for Artists and Designers

Any 3000-level or 4000-level Art History (AHST) course

or **THEA 3323** Performance in Historical Context

or **FILM 3321** Film in Historical Context

or **MUSI 3322** Music in Historical Context

PHIL 3309 Philosophy of Technology

or **HIST 3337** Technology and Western Civilization

or **HIST 3374** American Technological Development

or **LIT 3316** The Literature of Science Fiction

or **LIT 3334** Literature of Science

ATCM 4398 Capstone Project

or **ATCM 4397** Senior Seminar

And

Choose two courses from the following:

ATCM 3306 Modeling and Texturing I

ATCM 3307 Lighting and Composition I

ATCM 3308 Rigging I

ATCM 3305 Computer Animation I

IV. Elective Requirements: 30 semester credit hours

Prescribed Electives: 15 semester credit hours

Choose any five courses from the following: (At least 2 must be 4000 level)

ATCM 3338 Motion Graphics I

ATCM 3310 Procedural Animation

ATCM 3306 Modeling and Texturing I

ATCM 3309 Pre-Production Design I

ATCM 3307 Lighting and Composition I

ATCM 3308 Rigging I

ATCM 3311 Tools Development for Arts, Technology, and Emerging Communication

ATCM 3350 Digital Video Production I

ATCM 3305 Computer Animation I

ATCM 4309 Pre-Production Design II

ATCM 4312 Digital Sculpting

ATCM 4308 Rigging II

ATCM 4305 Computer Animation II

ATCM 4313 Special Effects

ATCM 4310 Motion Capture Animation

ATCM 4306 Modeling and Texturing II

ATCM 4307 Lighting and Composition II

ATCM 4316 Animation Lab I

ATCM 4317 Animation Lab II

ATCM 4315 Computer Animation III

ATCM 4319 Topics in Animation

Free Electives: 15 semester credit hours

Both upper-and lower-division courses may be used as electives, but students must complete at least 51 semester credit hours of upper-division courses to qualify for graduation.

1. Incoming freshmen must enroll and complete requirements of UNIV 1010 and the corresponding school-related freshman seminar course. Students, including transfer students, who complete their core curriculum at UT Dallas must take UNIV 2020.

2. Curriculum Requirements can be fulfilled by other approved courses from institutions of higher education. The courses listed are recommended as the most efficient way to satisfy both Core Curriculum and Major Requirements at UT Dallas.

3. Students who are ATEC/CS double degree or who plan to minor in CS must enroll in CS 1336 Programming Fundamentals and CS 1136 Computer Science Laboratory and/or CS 1337 Computer Science I (if placed out of CS 1336 and CS 1136).

4. Students who are ATEC/CS double degree or who plan to minor in CS must enroll in CS 2336 Computer Science II.

Updated: 2017-09-21 11:00:52