

**CERTIFICATE OF ACHIEVEMENT**

Introduces the student to basic concepts of 2D computer animation. Students learn to use software to create and manipulate images.

**STUDENT LEARNING OUTCOMES - Graduates of this program will have the opportunity to:**

- Demonstrate communication, critical thinking, design, technological and production skills and produce and create 2D animation.
- Produce vector and bitmap graphics using Adobe software.
- Apply basic design and illustration skills relating to creating animated content for the web and multimedia productions.

**GENERAL EDUCATION REQUIREMENTS (3 Credits):**

	CR	SEMESTER
<b>COMMUNICATIONS:</b> BUS 108, COM 101, 102, 215, ENG 100, 101, 102, 107, 113, 114, 205, JOUR 102, THTR 105	3-5	_____

**SPECIAL PROGRAM REQUIREMENTS (30 Credits):**

	CR	SEMESTER
<b>GRC 101</b> Introduction to Graphic Communications	3	_____
<b>GRC 103</b> Introduction to Computer Graphics	3	_____
<b>GRC 107</b> Design Fundamentals	3	_____
<b>GRC 110</b> Rendering and Illustration	3	_____
<b>GRC 119</b> Computer Graphics/Digital Media	3	_____
<b>GRC 156B</b> Computer Illustration I	3	_____
<b>GRC 179</b> Multimedia Design and Production I	3	_____
<b>GRC 183B</b> Electronic Imaging I	3	_____
<b>GRC 188</b> Web Animation and Interactivity I	3	_____
<b>GRC 288B</b> Web Animation and Interactivity II	3	_____

Computation included in GRC 103, 183B

Human Relations included in GRC 107

**33**  
Total Credits

Students may elect to graduate using the degree requirements in effect at the time of matriculation, or when they declared or changed major or the current catalog. If a program is official after a student has matriculated, the student may choose the degree requirements of the new program. In no case may a student use a catalog which is more than six years old at the time of graduation.