

CERTIFICATE OF ACHIEVEMENT

Introduces the student to basic concepts of 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 to produce and create animations.
- Produce vector and bitmap content and presentations 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
COMMUNICATIONS: 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
GRC 101 Introduction to Graphic Communications	3	_____
GRC 103 Introduction to Computer Graphics	3	_____
GRC 107 Design Fundamentals	3	_____
GRC 110 Rendering and Illustration	3	_____
GRC 119 Computer Graphics/Digital Media	3	_____
GRC 156B Computer Illustration I	3	_____
GRC 179 Multimedia Design and Production I	3	_____
GRC 183B Electronic Imaging I	3	_____
GRC 188 Web Animation and Interactivity I	3	_____
GRC 288B Web Animation and Interactivity II	3	_____

Computation included in GRC 103, 183B

Human Relations included in GRC 107

NOTE: Courses with a B suffix (example - XYZ 123B) may be non-transferable for a NSHE baccalaureate degree.

GCANIDE-CT

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.

**Guided Pathway
Certificate of Achievement
Graphic Communications/Animation Design
Total Credits – 33 credits**

First Semester	Requirement	Credit Hours	Term
Communications	See Degree Sheet	3	
Intro to Graphic Comm.	GRC 101	3	
Intro to Computer Graphics	GRC 103	3	
	TOTAL	9	
Second Semester	Requirement	Credit Hours	Term
Design Fundamentals	GRC 107	3	
Rendering and Illustration	GRC 110	3	
Computer Graphics/Digital Media	GRC 119	3	
Web Animation and Interactivity I	GRC 188	3	
	TOTAL	12	
Third Semester	Requirement	Credit Hours	Term
Computer Illustration I	GRC 156	3	
Multimedia Design and Production I	GRC 179	3	
Electronic Imaging I	GRC 183	3	
Web Animation and Interactivity II	GRC 288	3	
	TOTAL	12	
	CA TOTAL	33	