

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

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.