

## A.A.S. - Visual Communications: Multimedia Graphic Design option

The Visual Communications program prepares students for careers in graphics and design for print media, multimedia, and other applications of commercial art. The Multimedia option concentrates on creative and technical processes involved in print-media production (publishing and advertising, for example) as well as multimedia production for the World Wide Web and other Internet, presentation, and digital multimedia applications. Most courses require the student to use industry-standard software on a personal computer.

**credit hours**

<b>Area I: Written Composition</b>	
ENG 101 English 101 .....	3
<b>Area II: Humanities and Fine Arts</b>	
ART 100 Art Appreciation .....	3
PHL 116 Logic .....	3
<b>Area III: Natural Science and Mathematics</b>	
MTH 100 Intermediate College Algebra or higher level MTH .....	3
CIS 146 Microcomputer Applications .....	3
CIS 150 Introduction to Computer Logic and Programming .....	3
<b>Area IV: History, Social, and Behavioral Sciences</b>	
Approved History, Sociology, or Psychology course .....	3
<b>Area V: Preprofessional, major, and elective courses</b>	
<i>Required Visual Communications core</i> .....	<b>30</b>
ART 121 Two-Dimensional Composition .....	3
CIS 151 Graphics for the Worldwide Web .....	3
CIS 160 Multimedia for the World Wide Web .....	3
CIS 207 Introduction to Web Development .....	3
VCM 145 Introduction to Digital Photography .....	3
VCM 150 Typography .....	3
VCM 171 Graphics Software Applications .....	3
VCM 172 Digital Illustration 1 .....	3
VCM 185 Digital Imaging 1 .....	3
VCM 254 Graphic Design .....	3
<i>Required Multimedia core</i> .....	<b>15</b>
ART 113 Drawing 1 .....	3
VCM 193 Digital Publishing 1 .....	3
VCM 253 Graphic Design Basics .....	3
Approved elective in major .....	3
VCM 270, VCM 273, or CIS 294 .....	3
<b>Additional Degree Requirements</b>	
*ORI 105 Orientation to College .....	1
WKO 101 Workplace Skill Development .....	2
<b>Total</b> .....	<b>69</b>

\* Students may use ORI 105, Orientation and Student Success, to satisfy this requirement. Enrollment in this three credit-hour class will add two semester hours to the student's program total.

## A.A.S. - Visual Communications: Simulation and Modeling option

The Visual Communications program prepares students for careers in graphics and design for print media, multimedia, and other applications of commercial art. The Simulation and Modeling option concentrates on creative and technical processes involved in production of interactive three-dimensional and virtual-reality for use in military applications (crisis management simulation, for example) as well as industrial applications, which include 3-D animation for gaming.

	<b>credit hours</b>
<b>Area I: Written Composition</b>	
ENG 101 English 101 .....	3
<b>Area II: Humanities and Fine Arts</b>	
ART 100 Art Appreciation .....	3
PHL 116 Logic .....	3
<b>Area III: Natural Science and Mathematics</b>	
MTH 100 Intermediate College Algebra or higher level MTH .....	3
CIS 146 Microcomputer Applications .....	3
CIS 150 Introduction to Computer Logic and Programming .....	3
or CIS 153 Introduction to Unity 3D Scripting .....	3
<b>Area IV: History, Social, and Behavioral Sciences</b>	
Approved History, Sociology, or Psychology course .....	3
<b>Area V: Preprofessional, major, and elective courses</b>	
<i>Required Visual Communications core</i> .....	<b>30</b>
ART 121 Two-Dimensional Composition .....	3
CIS 160 Multimedia for the World Wide Web .....	3
CIS 207 Introduction to Web Development .....	3
VCM 145 Introduction to Digital Photography .....	3
VCM 150 Typography .....	3
VCM 171 Graphics Software Applications .....	3
VCM 172 Digital Illustration 1 .....	3
VCM 185 Digital Imaging 1 .....	3
VCM 254 Graphic Design .....	3
CIS 151 Graphics for the Worldwide Web .....	3
<i>Required Simulation and Modeling core</i> .....	<b>16</b>
CIS 191 Introduction to Computer Programming Concepts .....	3
CIS 193 Lab for CIS 191 .....	1
CIS 223 Three-Dimensional Computer Modeling .....	3
CIS 224 Three-Dimensional Computer Animation .....	3
VCM 250 Introduction to Technical Illustration .....	3
VCM 270, VCM 273, or CIS 294 .....	3
(Supervised Study in Graphics/Computer Graphics; Special Topics)	
Approved Elective in Major .....	3
<b>Additional Degree Requirements</b>	
ORI 101 Orientation to College .....	1
WKO 101 Workplace Skill Development .....	2
<b>Total</b> .....	<b>70</b>