

Graphic Communications

Department of Technology



Name _____

B.S. in Graphic Communications

Credits in **Graphic Communications Core & Emphasis** .51-52
 Credits in **GCOM Related Requirements** 12
Total Credits in Graphic Communications Major63-64
Total Credits in GCOM Major with Double Emphasis . .77-78

Dragon Core Requirements

Minimum of 42 credits. No more than two courses per area.

Foundation Four (4 courses)		Cr	Gr
1A	Oral Communication: CMST 100 Speech Comm	3	*
1B	Written Communication: ENGL 101 Comp I	3	___
2	Critical Thinking: ECON 100 American Economy	3	___
3	Mathematics: MATH 102 Intro to Math	3	___

Inner Cluster Electives/Middle Cluster (7 courses)

At least **three courses** must be Middle Cluster courses.

3	Mathematical/Symbolic Systems:	___	___
4	Natural Sciences:	___	___
5	History and Social Sciences:	___	___
	PSY 113 General Psych –or– SOC 110 Intro to Soc	3	___
6	The Humanities – The Arts, Literature, & Philosophy:	___	___
7	Human Diversity:	___	___

Outer Cluster (3 courses)

8	Global Perspectives:	___	___
9	Ethical and Civic Responsibility:	___	___
	PHIL 312 Bus Ethics –or– PHIL 318 Profssnl Ethics	3	___
10	People and The Environment:	___	___

Writing Intensive Requirements (4 courses)

W (MC/OC)	___	___	___
W (MC/OC, 300/400)	PHIL 312 –or– PHIL 318	3	___
W (Major, 300/400)	ENGL 387 Tech Report Writing	4	___
W (200-400 level)	___	___	___

GCOM Related Requirements (12 cr)

ECON 100 American Economy	3	DC-2
PSY 113 General Psych –or– SOC 110 Intro to Soc	3	DC-5
PHIL 312 Bus Ethics –or– PHIL 318 Profssnl Ethics	3	DC-9
MATH 127 College Algebra	3	*

Date _____

Graphic Communications Core (39 cr)

TECH 113	Engineering Graphics/CAD	3	*
CSIS 115	Intro to Mac OS X	1	*
GCOM 150	Survey of Graphic Communications	1	*
GCOM 152	Design for Graphic Comm I	3	*
GCOM 216	3D Modeling	3	*
GCOM 255	Beginning Computer Graphics	3	*
GCOM 266	Introduction to Multimedia	3	*
MC 230	Photography	3	*
GCOM 355	Intermediate Computer Graphics	3	___
GCOM 452	Graphic Comm Project Management	3	___
GCOM 459A	Graphic Comm Final Project A	2	___
GCOM 459B	Graphic Comm Final Project B	2	___

Graphic Communications Core Electives (9 credits)

Nine credits of elective **GCOM** courses. Three credits **MUST** be a GCOM 290 or GCOM 390 course.

GCOM 290/390	___	3	___
GCOM	___	3	___
GCOM	___	3	___

3D Graphics Emphasis (12-13 cr)

MC 251	Desktop Video –or–	3	___
FILM 172	Video Product (3 cr) –and corequisite–	4	*
	FILM 100 Technical Training: VP 1 (1 cr)		
MUS 382	Digital Audio I	3	___
GCOM 316	3D Animation	3	___
GCOM 416	Advanced 3D Graphics	3	___

Digital Design & Production Emphasis (12 cr)

GCOM 252	Design for Graphic Comm II	3	*
GCOM 455	Advanced Computer Graphics	3	___
GCOM 457	Digital Prepress	3	___
GCOM 458	Digital Production	3	___

Interactive Multimedia Emphasis (12 cr)

GCOM 366	Dreamweaver/CSS	3	___
GCOM 368	Multimedia Authoring with Flash	3	___
GCOM 466	Advanced Interactive Graphics	3	___
CSIS 212	Client Side Scripting (Java Script) –or–		
CSIS 311	Server Side Scripting (PHP)	3	___

*Courses with an asterisk are completed while enrolled in Pre-Graphic Communications.

B.S. Degree in Graphic Communications

The following information is a brief description of the Graphic Communications (GCOM) program and its requirements. Please see the *Graphic Communications Handbook* for a complete description of Graphic Communications and its emphasis areas and policies; including applying for program admission, registering for courses, and graduation requirements.

Graphic Communications and Its Related Disciplines

Graphic Communications, while dealing with design, focuses more on the production and technology aspects of the graphics industry. A degree in Graphic Design focuses more on design and aesthetics, incorporating the fine arts and art history courses into the degree. A Mass Communications degree is more involved with content and placement of mass media, such as public relations and advertising, journalism, and photojournalism.

Graduating with a Graphic Communications Degree

Upon graduation, the student will receive a Bachelor of Science degree in Graphic Communications, with an emphasis in either *3D Graphics*, *Digital Design and Production*, or *Interactive Multimedia*. Graduates of this program are skilled in many of the areas within the graphics industry. This background provides graduates experiences in computer graphics, multimedia, photography, printing, advertising, graphic design, presentation graphics, television, CAD, and computer animation.

The Graphic Communications degree with an emphasis in *3D Graphics* focuses on technical illustration, 3D modeling, and animation and simulations. Within this emphasis students take classes using software such as AutoCAD, Final Cut Pro, 3D StudioMax, MAYA, Pro Tools, and Photoshop. Classes include video and audio production. An emphasis in *Digital Design and Production* involves primarily the Adobe Photoshop, Illustrator, and InDesign software. Classes are focused on using the software to design graphics and layouts, create new graphics and images, and manipulate and enhance images. Classes include prepress and print production. An emphasis in *Interactive Multimedia* focuses on web and multimedia. Within this emphasis students take classes using software such as Flash, Dreamweaver, Final Cut Pro, and Photoshop. Classes include PHP/SQL and JavaScript.

Declaring a Graphic Communications Major

Before declaring a Graphic Communications major, students must first complete the Pre-Graphic Communications program. Once completed, students must apply for admission to the Graphic Communications program.

Graduation Requirements for a Graphic Communications Major

To graduate with a B.S. degree in Graphic Communications, students must complete *all* courses in the major with a *“C” or above* (which includes core, emphasis, and related requirements) and have an *overall GPA of at least 2.5*.

SUGGESTED COURSE SEQUENCING FOR GCOM

3D Graphics Emphasis

First Year in Graphic Communications – Fall Semester

GCOM 355 (3 cr)	MUS 382 (3 cr)	ENGL 387 (4 cr)
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First Year in Graphic Communications – Spring Semester

*GCOM 316 (3 cr)	*GCOM 416 (3 cr)	GCOM elective (3 cr)
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Second Year in Graphic Communications – Fall Semester

*GCOM 459A (2 cr)	GCOM elective (3 cr)	GCOM elective (3 cr)
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Second Year in Graphic Communications – Spring Semester

*GCOM 459B (2 cr)	*GCOM 452 (3 cr)	PHIL 312 <i>or</i> 318 (3 cr)
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SUGGESTED COURSE SEQUENCING FOR GCOM

Digital Design & Production Emphasis

First Year in Graphic Communications – Fall Semester

GCOM 355 (3 cr)	GCOM elective (3 cr)	ENGL 387 (4 cr)
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First Year in Graphic Communications – Spring Semester

*GCOM 455 (3 cr)	GCOM elective (3 cr)	GCOM elective (3 cr)
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Second Year in Graphic Communications – Fall Semester

*GCOM 459A (2 cr)	*GCOM 457 (3 cr)	*GCOM 458 (3 cr)
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Second Year in Graphic Communications – Spring Semester

*GCOM 459B (2 cr)	*GCOM 452 (3 cr)	PHIL 312 <i>or</i> 318 (3 cr)
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SUGGESTED COURSE SEQUENCING FOR GCOM

Interactive Multimedia Emphasis

First Year in Graphic Communications – Fall Semester

GCOM 366 (3 cr)	GCOM 368 (3 cr)	GCOM elective (3 cr)	ENGL 387 (4 cr)
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First Year in Graphic Communications – Spring Semester

GCOM 355 (3 cr)	GCOM elective (3 cr)	CSIS 212 <i>or</i> 311 (3 cr)
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Second Year in Graphic Communications – Fall Semester

*GCOM 459A (2 cr)	*GCOM 466 (3 cr)	GCOM elective (3 cr)
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Second Year in Graphic Communications – Spring Semester

*GCOM 459B (2 cr)	*GCOM 452 (3 cr)	PHIL 312 <i>or</i> 318 (3 cr)
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**These courses must be taken in the designated semester to stay in sequence. Courses without asterisks (*) may be moved as long as the prerequisites are met.*

Find Out More About Graphic Communications

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