



ASSOCIATE OF FINE ARTS GRAPHIC DESIGN

Total Program = 60 Credit Hours

The fourth digit in the course number indicates the number of credit hours.

UNIVERSITY REQUIREMENT—1 OR 3 HOURS

University—1 HOUR or 3 HOURS

- UNIV 1001 Principles of Academic Success I
- UNIV 1003 Principles of Academic Success III

The 3-hour credit course is required for students who must take at least one remedial course. Students who are not required to take a remedial course may take the 3-hour credit course. In both situations, the courses (1-hour or 3-hour) count toward electives.

Department

- University
- University

GRAPHIC DESIGN REQUIREMENTS

1st Semester—15 HOURS

- ENG 1003 Freshman English I
- ART 2503 Fine Arts - Visual
- ART 1033 Drawing I
- ART 1003 Foundations of 2-Dimensional Design
- CIS 1113 Introduction to Macintosh Computers

Department

- English
- Art
- Art
- Art
- Comp Info Sys

2nd Semester—15 HOURS

- ENG 1013 Freshman English II
- ART 1103 Introduction to Typography
- ART 2063 Painting I
- ART 1073 Color Theory
- ART 1183 Foundations of Digital Media

Department

- English
- Art
- Art
- Art
- Art

3rd Semester—15 HOURS

- ART 1043 Drawing II-Life Drawing
- ART 1063 Introduction to Digital Photography
- SPCH 1203 Oral Communications
- ART 1113 Introduction to Graphic Design
- ART 1023 Foundations of 3-Dimensional Design

Department

- Art
- Art
- Speech
- Art
- Art

4th Semester—15 HOURS

- ART 2433 Graphic Illustration
- MATH 1043 Quantitative Literacy (or higher)

Choose two below.

- BUS 1013 Introduction to Business
- CIS 2013 Web Page Design
- CIS 2023 Computer Animation
- CIS 2813 Desktop Publishing Applications

Choose one below.

- HIST 1013 World Civilization to 1660
- HIST 1023 World Civilization from 1660

Department

- Art
- Mathematics
- Business
- Comp Info Sys
- Comp Info Sys
- Comp Info Sys
- History
- History