

What do I *take?*

(and when do I take it?)

A.A. DEGREE ILLUSTRATION

Semester 1, Fall

Art 103	Basic Drawing
Art 104	Design and Composition
ArtI 100	Intro to Illustration
Art 120	Life Drawing

Semester 2, Spring

Art 200	Color Theory
ArtD 150	Digital Concepts and Techniques
Art I 210	Illustration I, Traditional Techniques
Art 125	Head Drawing

Semester 3, Fall

Art 166	History of Art II
ArtI 200	Rendering
ArtI 220	Illustration II, Digital Techniques
ArtI 246	Digital 3D Design/Modeling

Semester 4, Fall

Art 220/225	Oil/Acrylic Painting
ArtI 230	Illustration III, Experimental Techniques
ArtI 247	Digital 3D Design/Animation
Elective	

This sequence does not include any General Education classes that are required for the AA Degree.

A.A. DEGREE GRAPHIC DESIGN

Semester 1, Fall

ArtD 100	Graphic Design I
Art 104	Design and Composition
ArtI 100	Intro to Illustration
Bus 150	Advertising

Semester 2, Spring

ArtD 150	Digital Concepts and Techniques
Art200	Color Theory
Art 166	History of Art II
Phot 100	Elementary Photography

Semester 3, Fall

ArtD 200	Graphic Design II
ArtD 210	Typography Design
ArtD 220	Motion Design
ArtI 246	Digital 3D Design/Modeling

Semester 4, Spring

ArtD 250	New Media Studio
ArtI 247	Digital 3D Design/Animation
Elective	
Elective	

This sequence does not include any General Education classes that are required for the AA Degree.

Important note!

Taking classes in the sequence shown above ensures that classes will be taken in the order that optimizes your potential for success, and also ensures that the classes will be available when you need them. In other words, all classes are not offered each semester, so to make sure they're available, start your program in the Fall semester and take the classes shown each subsequent semester.

Work with your counselor to add necessary General Ed classes to your schedule where time permits.