

Associate in Applied Science Degree

DIGITAL ARTS

The digital arts—from graphic design to photography to animation—enhance our ability to communicate around the world, both professionally and socially. If you have a creative streak and enjoy interacting with computers, you should consider a major in Digital Arts. As a graphic artist, you will plan and create visual applications to address the entire spectrum of communications needs, using cutting-edge techniques in a variety of media, such as photography, video, animation, and web-based design. HGTC's Digital Arts curricula will give you the foundation you need to join forces with other creative professionals in these hot new marketplaces.

All students in the program will acquire a solid education in **design theory** and art history. During the first year, students will focus on basic **design skills, creative software and digital photography**; in the second year, they will learn **advanced skills in advertising design / production and multimedia techniques including web, video and animation**. For students who wish to continue their education, HGTC has developed transfer agreements with a number of **four-year institutions**, including **Coastal Carolina University, Charleston Southern University, and Francis Marion University**.

PROGRAM INFORMATION

Course Sequence and Progression Requirements

A minimum grade of "C" or better is required for all ARV-prefixed courses for progression and graduation.

CURRICULUM SEQUENCE

First Semester - Fall

ART 101	Art History and Appreciation	3
ARV 110	Computer Graphics I	3
ARV 121	Design	3
ARV 212	Digital Photography	3
ENG 155	Communications I*	3
	TOTAL	15

Second Semester - Spring

ART 108	History of Western Art	3
ARV 162	Graphic Reproduction	3
ARV 210	Computer Graphics II	3
ENG 160	Technical Communications*	3
MAT 155	Contemporary Mathematics*	3
	TOTAL	15

Third Semester - Summer

ARV 282	SCWE in Digital Arts	6
ARV 227	Website Design	3
	TOTAL	9

Fourth Semester - Fall

ARV 163	Graphic Reproduction II	3
ARV 228	Website Design II	3
ARV 261	Advertising Design I	3
MKT 101	Marketing	3
PSY 201	General Psychology	3
or		
SOC 101	Introduction to Sociology	
	TOTAL	15

Fifth Semester - Spring

ARV 219	Multimedia Techniques	3
ARV 222	Computer Animation	3
ARV 262	Advertising Design II	3
ARV 264	Special Projects in Graphic Arts	3
	TOTAL	12
	TOTAL CREDIT HOURS	66

(Continued)

*Students transferring to a four-year degree program should consider ENG 101, ENG 102, and SPC 205 in place of ENG 155 and ENG 160; MAT 110 or MAT 120 is recommended in place of MAT 155.