Applied Computer Graphics

Transfer
AS Degree in Applied Computer Graphics: Production/Art Studio
AS Degree in Applied Computer Graphics: Production/Communication Design
AS Degree in Applied Computer Graphics: Technical/Art Studio
AS Degree in Applied Computer Graphics: Technical/Communication Design

Applied Computer Graphics Program
Counseling and Advising: (530) 895-2378
Transfer Counseling Center: (530) 895-2264
Transfer Information: www.assist.org
Department Office: AHPS 251, (530) 895-2531
J Boyd Trolinger, Chair (530) 895-2503

About the Program
Applied Computer Graphics blends courses from Art, Computer Science, Multimedia Studies, and Radio-Television-Film to create a cutting-edge multidisciplinary program. Students in Applied Computer Graphics learn to use art and technology to create interactive multimedia experiences such as video games and digital animations. The program prepares students for transfer to the Applied Computer Graphics program at California State University, Chico and provides a foundation for similar majors at other four-year colleges and universities.

To obtain an Associate’s degree, students must complete both the major requirements and the graduation requirements listed in this catalog.

Note that some courses have a prerequisite (P), corequisite (C), or both (P/C). Prerequisites and corequisites are listed within each course description in this catalog.

Transfer majors designated as AA-T or AS-T are designed for transfer to a similar major at an unspecified CSU. Transfer majors designated as AA or AS are designed for transfer to the corresponding major at a specific CSU and are based on articulation (See a counselor for more information. Read about the difference between these types of degrees at the beginning of the Transfer section of this catalog).

AS Degree in Applied Computer Graphics: Production/Art Studio

Required courses for the major: 24 - 25 Units

ART 2 Art History Survey I 3
or ART 4 Art History Survey II (3)
ART 7 Basic Design I, Color 3
or ART 9 Three-Dimensional Design (3)
ART 8 Basic Drawing 3
ART 14 Basic Figure Drawing 3
CSCI 11 Introduction to Game Design and Development 3
CSCI 3 Introduction to Computer Science 3
or CSCI 14 Programming in C++ (3)
or CSCI 20 Programming and Algorithms I (4) (P)
MSP 9 Concept Art and Design for Entertainment Media 3
MSP 18 Introduction to Digital Photography 3
or MSP 96 Introduction to Computer Graphics (3)

AS Degree in Applied Computer Graphics: Production/Communication Design

Required courses for the major: 18 - 19 Units

RTVF 30 Digital Audio Production 3
CSCI 11 Introduction to Game Design and Development 3
CSCI 3 Introduction to Computer Science 3
or CSCI 14 Programming in C++ (3)
or CSCI 20 Programming and Algorithms I (4) (P)
MSP 9 Concept Art and Design for Entertainment Media 3
MSP 18 Introduction to Digital Photography 3
or MSP 96 Introduction to Computer Graphics (3)

AS Degree in Applied Computer Graphics: Technical/Art Studio

Required courses for the major: 22 - 23 Units

ART 2 Art History Survey I 3
or ART 4 Art History Survey II (3)
ART 7 Basic Design I, Color 3
or ART 8 Basic Drawing (3)
or ART 9 Three-Dimensional Design (3)
or ART 14 Basic Figure Drawing (3)
CSCI 11 Introduction to Game Design and Development 3
CSCI 14 Programming in C++ 3
or CSCI 20 Programming and Algorithms I (4) (P)
CSCI 21 Programming and Algorithms II (P) 4
MSP 9 Concept Art and Design for Entertainment Media 3
MSP 18 Introduction to Digital Photography 3
or MSP 96 Introduction to Computer Graphics (3)

AS Degree in Applied Computer Graphics: Technical/Communication Design

Required courses for the major: 19 - 20 Units

RTVF 30 Digital Audio Production 3
CSCI 11 Introduction to Game Design and Development 3
CSCI 14 Programming in C++ 3
or CSCI 20 Programming and Algorithms I (4) (P)
CSCI 21 Programming and Algorithms II (P) 4
MSP 9 Concept Art and Design for Entertainment Media 3
MSP 18 Introduction to Digital Photography 3
or MSP 96 Introduction to Computer Graphics (3)