Graphic Design, A.A.S.

MCC

Inspiring every day.

PROGRAM DESCRIPTION:

Visual Communications Technology: Graphic Design is a program designed as a specific career path for students interested in gaining employment in the graphic arts; this includes such graphic design areas as print design, package design, web design, motion graphics, environmental graphic design, game design, and new media. A combination of lectures, laboratory projects, studio classes, and hands-on experiences provides students with an excellent foundation in the design and production of graphics and introduces them to processes and practices common to the field.

This program encourages the selection of art electives to build a strong foundation for careers in the graphic arts and design.

POTENTIAL SKILLS TO LEARN:

Typography, packaging, branding, computer graphics, graphics and image manipulation, vector drawing, commercial illustration, animation, and motion-graphics

COURSEWORK ENHANCEMENT ACTIVITIES AVAILABLE:

Student Art Association, Comic Creators Club, American Institute of Graphic Arts

CAREERS IN THE FIELD:

- Freelance Graphic Designer
- Animator
- Web Designer
- Package Designer
- Game Designer
- Information Designer
- Art Director

GET THE LATEST ON CAREERS IN OUR AREA, INCLUDING EMPLOYMENT PROJECTIONS, EARNINGS, AND JOB OPENINGS AT CAREERCOACH.MONROECC.EDU

WHERE WILL YOU GO?

Your MCC credits can transfer to colleges across the country. Our students have completed Bachelor's degrees at these colleges, and more:

- SUNY at Buffalo
- SUNY Brockport
- SUNY Fredonia
- SUNY Oswego
- SUNY New Paltz
- SUNY Purchase
- RIT
- School of Visual Arts
- Pratt
- Parsons
- Savannah College of Art and Design
- Virginia Commonwealth
- North Carolina State University
- Massachusetts College of Arts
- Rhode Island School of Design
- Carnegie Mellon

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CRN	SEMESTER 1: 16 Credit Hours	Credit Hour
	AAD 104 Intro to Graphic Design, 2D **(Must Take In 1st Semester)**	3
	AAD 105 Typography **(Must Take In 1st Semester)**	3
	AAD 107 History of Graphic Design	3
	ART 104 Drawing 1	3
	Humanities ENG 101 College Composition or ENG 200 Advanced Composition	3

CRN	SEMESTER 2: 15 – 18 Credit Hours	Credit Hours
	AAD 160 Graphic Illustration, Vector Drawing	3
	AAD 260 Applied Imaging, Raster Graphics	3
	Choose 1 Suggested General Track Electives (see below)	3
	Humanities Elective (ART 204 Drawing 2, or ART 154 Drawing the Human Figure)	3
	Mathematics Elective	3

CRN	SEMESTER 3: 15 – 17 Credit Hours	Credit Hours
	AAD 112 Graphic Design 1	3
	ART 231 Art Seminar / Portfolio Development	3
	Choose 1 Suggested General Track Electives (see below)	3
	Social Science Elective (Suggest ART 118 Perspectives of Art History 1: Ancient)	3
	Natural Science Elective	3

CRN	SEMESTER 4: 16 – 18 Credit Hours	Credit Hours
	AAD 205 Graphic Design 2	3
	Choose 1 General Elective	3
	Choose 1 Suggested General Track Electives (see below)	3
	Social Science Elective (Suggest ART 119 Perspectives of Art History 2: Modern)	3
	Humanities Elective (Recommend ART 125 Three Dimensional Design)	3
	Physical / Health Education Elective	2

Total Credit Hours	62

	SUGGESTED GENERAL TRACK ELECTIVES: 8 – 12 Credit Hours	Credit Hours
† ‡	ART 154 Drawing the Human Figure **(Transfer Portfolio)**	3
† ‡	ART 204 Drawing 2 **(Transfer Portfolio)**	3
† ‡	ART 205 Commercial Illustration I	3
† ‡	ART 110 Comics and Sequential Art	3
† ‡	AAD 256 Motion Graphics **(Animation / Time Based Design)**	3
† ‡	AAD 108 Ideation, Concept Development	3
† ‡ *	AAD 167 Web Design: Graphics	3
† *	AAD 220 Professional Practices (Business Practices for Vis. Artists)	3
† *	AAD 165 Prepress	3
*	AAD 250 Print Process	4
† ‡	ART 121 Perspectives of Art History 3: Non-West	3
‡	ART 108 The Sketchbook & the Creative Process	3

† Design Track
‡ Illustration Track
* Printing Track

03/25/2015

Please note: Program length will vary depending on number of credits taken per semester.

This is the recommended sequence of courses for this program. Consult with an academic advisor before registering.