

## Amarillo College Curriculum Map Template

<b>Division:</b>	Liberal Arts
<b>Degree/Academic Program(s):</b>	Art - Graphic Design A.A.S. (ARTC.AAS, ARTC.CERT.GD)
<b>Dean:</b>	Becky Easton
<b>Chair/Director/Coordinator:</b>	Brent Cavanaugh
<b>Submission Date:</b>	September 28, 2018
<b>Purpose Statement:</b>	To provide instruction and hands-on training in various design communication areas.

<b>Program Goal #1:</b> To graduate students who demonstrate critical thinking skills		
<b>Program-Specific Courses</b>	<b>PSLO #1a:</b> Students will analyze design elements and principles, concepts, and techniques in their own work and/or given works of graphic design	<b>PSLO #1b:</b> Students will synthesize design elements and principles and/or course specific tools and techniques to create original graphic design projects
ARTC 1325 - Introduction to Computer Graphics	I	
ARTC 1302 - Digital Imaging I	I	I
ARTC 1327 - Typography	I, D	I, D
ARTC 1313 - Digital Publishing I	I, D	I, D
ARTC 1353 - Computer Illustration	I	I
ARTC 1394 - Special Topics in Animation, Interactive Technology, Video Graphics and Special Effects	D	D
IMED 1316 - Web Page Design I	I, D	I, D
ARTC 2311 - History of Communication Graphics	I	
ARTV 1303 - Basic Animation	I, D	I, D
ARTV 1345 - 3-D Modeling and Rendering	I, D	I, D
ARTV 1341 - 3-D Animation I	I, D	I, D
ARTV 2351 - 3-D Animation II	I, D	I, D
ARTC 2313 - Digital Publishing II	D	D
IMED 2315 - Web Page Design II	D	D
ARTC 1349 - Art Direction I	D	D
ARTC 2335 - Portfolio Development for Graphic Design	M	M
ARTV 2335 - Portfolio Development for Animation	M	M

**I = Introduced; D = Developed & Practiced with Feedback; M = Demonstrated at Mastery**

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<b>Program Goal #2:</b> To graduate students who demonstrate communication skills		
<b>Program-Specific Courses</b>	<b>PSLO #2a:</b> Students will communicate ideas about graphic design through application of design vocabulary	<b>PSLO #2b:</b> Students will demonstrate visual communication skills through application of course specific concepts, tools, techniques, and design principles to assigned projects
ARTC 1325 - Introduction to Computer Graphics	I	I
ARTC 1302 - Digital Imaging I	I	I
ARTC 1327 - Typography	D	D
ARTC 1313 - Digital Publishing I	D	D
ARTC 1353 - Computer Illustration	D	D
ARTC 1394 - Special Topics in Animation, Interactive Technology, Video Graphics and Special Effects	D	D
IMED 1316 - Web Page Design I	I	I, D
ARTC 2311 - History of Communication Graphics	I	
ARTV 1303 - Basic Animation	I, D	I, D
ARTV 1345 - 3-D Modeling and Rendering	I, D	I, D
ARTV 1341 - 3-D Animation I	I, D	I, D
ARTV 2351 - 3-D Animation II	I, D	I, D
ARTC 2313 - Digital Publishing II	D	D
IMED 2315 - Web Page Design II	D	D
ARTC 1349 - Art Direction I	D	D
ARTC 2335 - Portfolio Development for Graphic Design	M	M
ARTV 2335 - Portfolio Development for Animation	M	M

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<b>Program Goal #3:</b> To graduate students who demonstrate professional graphic design skills	
<b>Program-Specific Courses</b>	<b>PSLO #3a:</b> Students will develop concepts, design skills, and techniques required to complete a capstone portfolio course
ARTC 1325 - Introduction to Computer Graphics	I
ARTC 1302 - Digital Imaging I	I
ARTC 1327 - Typography	I, D
ARTC 1313 - Digital Publishing I	D
ARTC 1353 - Computer Illustration	D
ARTC 1394 - Special Topics in Animation, Interactive Technology, Video Graphics and Special Effects	D
IMED 1316 - Web Page Design I	D
ARTC 2311 - History of Communication Graphics	I, D
ARTV 1303 - Basic Animation	I, D
ARTV 1345 - 3-D Modeling and Rendering	I, D
ARTV 1341 - 3-D Animation I	I, D
ARTV 2351 - 3-D Animation II	I, D
ARTC 2313 - Digital Publishing II	D
IMED 2315 - Web Page Design II	D
ARTC 1349 - Art Direction I	D
ARTC 2335 - Portfolio Development for Graphic Design	M
ARTV 2335 - Portfolio Development for Animation	M

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