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

Student Learning Outcomes

Upon successful completion of this program, the student will be able to:

• Identify and demonstrate the visualization techniques, ideation processes, and the tools and materials used to develop concepts for the video game and entertainment industries.
• Design and implement computer algorithms and programs using basic computation, input and output, and control structures.
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• Demonstrate a working knowledge of the basic elements of two-dimensional and three-dimensional art.
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• List and describe the formal and dramatic elements that comprise a well-designed game and conceptualize and refine an idea for a game.
• Design and implement computer algorithms and programs using basic computation, input and output, and control structures.
• Identify and demonstrate the basic techniques of digital audio production.
• Identify, examine, and assess representative works of historical and contemporary art employing appropriate terminology.

Required courses for the major: 60 Units Minimum

24 Units

ART 2 Art History Survey I 3
or ART 4 Art History Survey II (3) 3
ART 7 2-D Foundations 3
or ART 9 3-D Foundation (3) 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 20 Programming and Algorithms I (3) 3
MSP 9 Concept Art and Design for Entertainment Media 3
MSP 96 Introduction to Computer Graphics 3

AS Degree in Applied Computer Graphics: Production/Communication Design

Required courses for the major: 18 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 20 Programming and Algorithms I (3) 3
PHO 4 Color Photography (P) 3
MSP 9 Concept Art and Design for Entertainment Media 3
MSP 96 Introduction to Computer Graphics 3

AS Degree in Applied Computer Graphics: Technical/Art Studio

Student Learning Outcomes

Upon successful completion of this program, the student will be able to:

• Identify, examine, and assess representative works of historical and contemporary art employing appropriate terminology.
• Demonstrate a working knowledge of the basic elements of two-dimensional and three-dimensional art.
• List and describe the formal and dramatic elements that comprise a well-designed game and conceptualize and refine an idea for a game.
• Design and implement computer algorithms and programs using basic computation, input and output, and control structures.
• Identify and demonstrate the basic techniques of digital audio production.
• Identify and demonstrate the visualization techniques, ideation processes, and the tools and materials used to develop concepts for the video game and entertainment industries.

Required courses for the major: 60 Units Minimum

24 Units

ART 2 Art History Survey I 3
or ART 4 Art History Survey II (3) 3
ART 7 2-D Foundations 3
or ART 9 3-D Foundation (3) 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 20 Programming and Algorithms I (3) 3
MSP 9 Concept Art and Design for Entertainment Media 3
MSP 96 Introduction to Computer Graphics 3

Butte College 2014-2015 Catalog 123
### Required courses for the major: 21 Units

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<td>ART 2</td>
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<td>Programming and Algorithms I</td>
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### AS Degree in Applied Computer Graphics: Technical/Communication Design 60 Units Minimum

#### Student Learning Outcomes

Upon successful completion of this program, the student will be able to:

- Identify and demonstrate the basic techniques of digital audio production.
- List and describe the formal and dramatic elements that comprise a well-designed game and conceptualize and refine an idea for a game.
- Design and implement computer algorithms and programs using basic computation, input and output, and control structures.
- Design and implement computer applications, using a variety of data structures, in an object-oriented programming language.
- Identify and demonstrate the basic processes used to create and modify digital artwork.
- Identify and demonstrate the visualization techniques, ideation processes, and the tools and materials used to develop concepts for the video game and entertainment industries.

#### Required courses for the major: 18 Units

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