

Graphics Technology 2 Yr Degree Model Schedule

Freshman First Semester (Usually Fall)			
ART 1140 Design I: 2D	3	GRAP 1150 Computer Applic to Graphics	3
ENGL 1104 Written English I	3	INFO 1100 Computer Concepts and Applications	3
GRAP 1100 Graphic Comm Processes	3		
		Semester Total	15
Freshman Second Semester (Usually Spring)			
ART 1141 Design II: 3D	3	COMM 2200 , 2201 or 2202 (pre-req ENG 1104)	3
ENGL 1108 Written English II	3	MATH any College Level 1107 or above	3
GRAP 1125 Multimedia Concepts	3		
		Semester Total	15
Sophomore First Semester (Usually Fall)			
DRFT 1100 Engineering Graphics	3	GRAP 2230 Graphic Design I	3
GRAP 2210 Graphics Methods and Materials	3	OFAD 2250 Desktop Publishing	3
GRAP 2240 Photography Concepts	3		
		Semester Total	15
Sophomore Second Semester (Usually Spring)			
Artistic/Creative Expression Elective	3	GRAP 2250 Graphics Practicum	3
GRAP 2235 Graphics Design II	3	GRAP 2290 Image Editing	3
ART 1142 Drawing	3		
		Semester Total	15

Additional Hours for Emphasis

Print Publishing Emphasis (9 hours)			
DRFT 2200 Fundamentals of CAD	3		
GRAP 2285 Electronic Art	3		
GRAP 2265 Estimating & Cost Analysis	3		
		Semester Total	9

Additional Hours for Emphasis

Internet Publishing Emphasis (9 hours)			
DRFT 2200 Fundamentals of CAD	3		
GRAP 2280 Internet Publishing	3		
GRAP 2255 Internet Animation	3		
		Semester Total	9

- **Students will be required to take a Work-Keys exam during their final semester in order to graduate with the AS degree. Please contact your advisor for details.**