

Graphics Engineering Technology Program

OVERVIEW OF THE PROGRAM

The Graphics Technology program at Fairmont State is a program that prepares students for careers in the graphics industry.

The Bachelor of Science degree provides students with a concentration in design theory and proficiency in computer and multimedia technologies that will allow graduates to enter the profession at a more advanced level.

EMPLOYMENT OPPORTUNITIES

Graduates with the associate degree are qualified for entry level positions to work as Layout Artists, Graphic Design Assistants, or Web Design Technicians. Graduates with the Bachelor of Science degree are qualified for entry level positions as Graphic Designers, Art Directors, Creative Directors, Web Designers, Digital Pre-press Technicians, Technical Illustrators, Desktop Publishing Artists, and Production Artists. Graduates of the four-year program may also pursue further study in animation for careers in commercials, television, video game design, and feature films.

CONTACT INFORMATION

Dr. Anthony F. Gilberti
Dean, College of Science and Technology
Room 302c, Engineering Technology
Phone: (304) 367-4642
E-mail: Anthony.Gilberti@fairmontstate.edu



fast fact
The annual median wage for commercial and Industrial Designers is \$56,550.00, and the projected need for this career field is expected to increase during the next 10 years.

FOR MORE INFORMATION VISIT

www.fairmontstate.edu/academics/collegeofscitech/default.asp

MODEL SCHEDULE

NOTES

Graphics Engineering Technology

FRESHMAN FIRST SEMESTER

ART 1140	DESIGN I: 2D.....	3
GRAP 1100	GRAPHICS COMMUNICATIONS PROCESSES.....	3
GRAP 1150	COMPUTER APP. TO GRAPHICS	3
TECH 1101	INTRODUCTION TO TECHNOLOGY.....	3
ENGL 1104	WRITTEN ENGLISH I	3
		15

FRESHMAN SECOND SEMESTER

ART 1141	DESIGN II: 3D.....	3
COMM 2200,2201, OR 2202	3
INFO 1100	COMPUTER CONCEPTS AND APPLICATIONS.....	3
ENGL 1108	WRITTEN ENGLISH II.....	3
GRAP 1125	MULTIMEDIA CONCEPTS	3
		15

SOPHOMORE FIRST SEMESTER

ART 1142	DRAWING I.....	3
GRAP 2210	GRAPHIS METHODS AND MATERIALS	3
GRAP 2230	GRAPHIC DESIGN I.....	3
MATH 1107 OR ABOVE	3
OFAD 2250	DESKTOP PUBLISHING.....	3
		15

SOPHOMORE SECOND SEMESTER

ART 1120	ART APPRECIATION.....	3
GRAP 2235	GRAPHICS DESIGN II.....	3
GRAP 2240	PHOTOGRAPHY CONCEPTS	3
GRAP 2290	IMAGE EDITING	3
GRAP 2995	GRAPHICS PRACTICUM	3
		15

JUNIOR FIRST SEMESTER

GRAP 3330	BRANDING AND IDENTITY DESIGN.....	3
GRAP 3336	MOTION GRAPHICS.....	3
SCIENTIFIC DISC	4
SOCIETY/HUMAN	3
FREE ELECTIVE	3
		16

JUNIOR SECOND SEMESTER

ENGL 1109	TECHNICAL WRITING.....	3
FREE ELECTIVE	3
GRAP 3370	CAREER AND PORTFOLIO DEVELOPMENT	3
CULTURAL CIVILIZATION EXPLORATION	3
SCIENTIFIC DISC	4
		16

SENIOR FIRST SEMESTER

GRAP 4435	INTERACTIVE AND MULTIMEDIA DESIGN	3
GRAP 4455	ANIMATION STUDIO	3
SOCIETY/HUMAN	3
CULTURAL CIVILIZATION EXPLORATION	3
FREE ELECTIVE	6
		18

SENIOR SECOND SEMESTER

GRAP 4430	MULTIPAGE DOCUMENTS AND DESIGN.....	3
GRAP 4490	EXHIBITION DESIGN AND DEVELOPMENT.....	3
CULTURAL CIVILIZATION EXPLORATION	3
FREE ELECTIVE	9
		18