
Computer and Graphic Design Concentration

Media Arts:

- 111. Technical Intro to Video Production
- 330. Studies in Film
- 390. Topics in the Elements of Filmmaking
- 394. Computer Generated Imagery and Animation

Art Studio:

- 106. Drawing I
- 121. Two-dimensional Design
- 187. Intro to Photography
- 289. Digital Imaging Techniques (188)
- 394. Computer Generated Imagery and Animation
- 494 / 594. Advanced Topics in Computer Generated Imaging

Theatre:

- 293. Fundamentals of Design Theory for Performance and New Media
- 370. 2-D CAD and 3-D Viz
- 371. Digital Imagery and Production
- 392. Introduction to Scenic Design for Performance and New Media

Computer Science/Engineering

- CS 151L. Computer Programming Fundamentals for Non-Majors
- ECE 131. Programming Fundamentals
- ECE 238L. Computer Logic Design

Communication and Journalism:

- 279. Web Design
- 374. Design and Visual Presentation I
- 474. Design & Visual Presentation II

Education:

- 124. Intro to Computers for Educators
- 420. Creativity and Technical Design
- 421. Production and Utilization of Instructional Materials
- 483. Instructional Applications: Computer Technology

Fine Arts:

- 475. The Professional Print Workshop

Art History:

- 420. History of Graphic Arts I
- 421. History of the Graphic Arts II

Management:

- 329. Data Management
- 330. Business Programming Fundamentals
- 331. Business Application Programming
- 337. Survey of Computer Systems and Software

Interdisciplinary Film and Digital Media:

- 491. Topics in IFDM