

COMPUTER GRAPHICS CERTIFICATE

PROGRAM CODE: 2C10609

The **Computer Graphics Certificate** program provides the skills necessary to create digital drawings, paintings and illustrations, building a portfolio representative of the student's artistic talents and technical proficiency. This certificate is designed to help students find employment in occupations that desire entry-level skills in computer-aided art and design. This certificate program requires the completion of 31-33 units of which 27 units are in required courses. An additional 4-6 units must be chosen from the restricted electives listed below. A minimum grade of C is required in each course taken.

Code	Title	Units
Required Computer Graphics Introduction Classes (6 units), select two classes from the list below:		6
DART 100 F	Introduction to Digital Art	3
DART 102 F	Introduction to Web Graphics	3
DART 104 F	Introduction to Maya 3D	3
DART 106 F	Intermediate Maya	3
DART 108 F	Digital Drawing - Dynamic Sketching	3
Required art introduction class (3 units), select one from the list below:		3
ART 118 F	Color Theory	3
ART 120 F	Basic Design	3
Required Advanced Classes (12 units):		
ART 182 F	Basic Drawing	3
DART 112 F	Vector Graphics	3
DART 132 F	Digital Imaging I	3
DART 140 F	Digital Publishing I	3
Required Additional Computer Graphics Classes (6 units):		
DART 146 F	Digital Publishing II	3
DART 170 F	Digital Photo Editing I	3
Restricted Electives (4-6 units):		4-6
ART 123 F	Business Practices in Art	3
ART 180 F	Rendering	3
ART 299 F	Art Independent Study	1-2
DART 120 F	3D Modeling	3
DART 150 F	3D Computer Animation	3
DART 162 F	2D Computer Animation	3
DART 164 F	Interactive Multimedia Design	3
DART 180 F	Digital Video	3
GRFX 150 F	Graphic Design II (formerly ART 147 F)	3
GRFX 160 F	Publication Design (formerly ART 145 F)	3
GRFX 230 F	Advertising Design (formerly ART 146 F)	3
PRNT 101 F	Introduction to Printing	3
Total Units		31-33

Outcome 1: Demonstrate basic use of computer graphics software and hardware, and be able to demonstrate basic competence in selected image-making techniques.

Outcome 2: Apply the terminology of computer graphics to communications within the field of digital media.

Outcome 3: Create effective documents by effectively using the concepts of design, such as: color, style, typography and composition.

Outcome 4: Create projects that demonstrate specialized knowledge of 2D computer animation and multi-media projects from initial design concept through project completion that clearly illustrates the student's solutions.

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