DIGITAL RENDERING AND GAMING DEVELOPMENT, CERTIFICATE - ARV5

This certificate will offer training and preparation for career opportunities in entry-level positions in the fast-growing digital rendering, game development, and multimedia fields. Industry standard software and equipment will be used to provide exposure to digital gaming technology, game design process, animation, computer graphics and multimedia design subjects.

Requirements

Courses	Course Title	Credit Hours
Required Course Information		
ARV 110	Computer Graphics I	3
ARV 120	Drawing	3
ARV 121	Design	3
ARV 123	Composition and Color	3
ARV 124	Sequential Drawing	3
ARV 125	Drawing for Animators	3
ARV 222	Computer Animation	3
CPT 160	Digital Vector Graphics I	3
CPT 161	Introduction to Digital Raster Graphics I	3
CPT 288	Computer Game Development I	3
Subtotal		30
Total Hours		30

Graduation Plan

Fall Start

Course	Title	Hours
First Year		
Fall Semester		
ARV 110	Computer Graphics I	3
ARV 120	Drawing	3
ARV 121	Design	3
CPT 160	Digital Vector Graphics I	3
CPT 161	Introduction to Digital Raster Graphics I	3
	Hours	15
Spring Semester		
ARV 123	Composition and Color	3
ARV 124	Sequential Drawing	3
ARV 125	Drawing for Animators	3
	Hours	9
Summer Semester		
ARV 222	Computer Animation	3
CPT 288	Computer Game Development I	3
	Hours	6
	Total Hours	30

Application and Advising

If you are ready to start your education, there are a few simple steps involved in enrolling at Piedmont Technical College.

Get Started Today (https://www.ptc.edu/admissions/new-students/)

Advising Information

The following information provides a guide for advisors who are helping students enroll in this program.

Program Notes

The best time to start the program is in the fall semester, however students may start in any semester courses are available providing the prerequisite requirements are met.

All students should have a good mastery of the concepts in basic computer use, navigation, file storage, and archiving. Mastery of basic Verbal, Grammar, and Spelling skills are required for success in this curriculum.

Some level of proficiency with the Adobe Creative Cloud suite of products is required.

Students may wish to use this certificate to fulfill requirements for the Associates in Occupational technology degree, with a Major in General Technology.

All developmental and transitional classes should be taken before taking core classes in this curriculum.

Students are responsible for acquiring and maintaining a subscription to the Adobe Creative Cloud Suite.

Students should have access to a home computer and a color printer, a stable high-speed internet connection, a portable hard drive of at least 500 GB, and jump drives for each course being taken.

Notes About Individual Classes

No English class is required for completion of this certificate; however, good verbal, grammar and spelling skills are necessary for success in this field.

Program Student Learning Outcomes

Purpose Statement

The student will use current industry standard equipment and software in developing technical skills such as character development, basic animation and drawing techniques, image editing and presentation techniques, and implementation of developing technologies as applies to Gaming Development.

Student Learning Outcomes

1. Demonstrate the ability to use design techniques in creating various character models in both 2D and 3D environments.
2. Recognize and describe the design software tools and procedures.
3. Conceptualize, Design, and Create standalone game design elements as assigned.
4. Demonstrate the ability to organize, archive, and retrieve data using current computer technologies.