

DIGITAL RENDERING AND GAMING DEVELOPMENT, CERTIFICATE - ARV5

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