

GENERAL TECHNOLOGY, CONCENTRATION IN DIGITAL RENDERING AND GAMING WITH SECONDARY SPECIALTY IN ADVERTISING DESIGN OR PHOTOGRAPHY, A.A.S. - GDRA

The A.A.S. degree in General Technology with a concentration in Digital Rendering and Gaming with secondary specialty in Advertising Design or Photography provides additional training and hands-on experience for those students who plan to operate a freelance business or find employment with gaming industry, advertising agencies, printing firms or in-house marketing departments.

The core training received in these programs will prepare the degree student with skills in character rendering, layout and design, color and composition, a familiarity with many styles of art and a portfolio of finished professional work for interviews in the job market.

Requirements

Courses	Course Title	Credit Hours
General Education Courses		
ENG 101	English Composition I	3
or ENG 165	Professional Communications	
Lab Science/Mathematics (https://catalog.ptc.edu/student-handbook/advising-registration/general-education-courses/)		3-4
Mathematical Requirement (https://catalog.ptc.edu/student-handbook/advising-registration/general-education-courses/)		3
Elective Behavioral Science (https://catalog.ptc.edu/student-handbook/advising-registration/general-education-courses/)		3
Elective Humanities/Fine Arts (https://catalog.ptc.edu/student-handbook/advising-registration/general-education-courses/)		3
Subtotal		15-16
Required Core Subject Areas		
ARV 120	Drawing	3
ARV 121	Design	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
CPT 295	Desktop Publishing Applications	3
Subtotal		27
Secondary Specialty		
Choose 12 credit hours from one of the following groups:		12

Photography

ARV 114	Photography I
ARV 123	Composition and Color
ARV 214	Photography II
ARV 215	Photography III
CGC 106	Typography I

Advertising Design

ARV 110	Computer Graphics I
ARV 123	Composition and Color
ARV 162	Graphic Reproduction I
ARV 261	Advertising Design I
ARV 262	Advertising Design II

Subtotal 12

Other Courses Required for Graduation

COL 103	College Skills	3
Choose 12 credit hours from:		12
ARV 266	Seminar in Graphics Art	
BUS 101	Introduction to Business	
MGT 120	Small Business Management	
MKT 135	Customer Service Techniques	
MKT 240	Advertising	

Subtotal 15

Total Hours 69-70

Graduation Plan

Our semester-by-semester graduation plans will show you when required courses in your major are offered. Following this plan will help you stay on track and graduate on time.

Digital Rendering with Advertising Design, Fall Start

Course	Title	Hours
First Year		
Fall Semester		
ARV 110	Computer Graphics I	3
ARV 120	Drawing	3
COL 103	College Skills	3
CPT 160	Digital Vector Graphics I	3
		Hours 12
Spring Semester		
ARV 121	Design	3
ARV 124	Sequential Drawing	3
ARV 125	Drawing for Animators	3
ARV 261	Advertising Design I	3
CPT 161	Introduction to Digital Raster Graphics I	3
		Hours 15
Summer Semester		
ARV 123	Composition and Color	3
ARV 222	Computer Animation	3

ARV 262	Advertising Design II	3
Hours		9
Second Year		
Fall Semester		
ART 101	Art History and Appreciation	3
ENG 101	English Composition I	3
MKT 240	Advertising	3
Elective Social/Behavioral Sciences (https://catalog.ptc.edu/student-handbook/advising-registration/general-education-courses/)		3
Hours		12
Spring Semester		
ARV 266	Seminar in Graphics Art	3
CPT 288	Computer Game Development I	3
Lab Science/Mathematics (https://catalog.ptc.edu/student-handbook/advising-registration/general-education-courses/)		3-4
Mathematical Requirement (https://catalog.ptc.edu/student-handbook/advising-registration/general-education-courses/)		3
Hours		12-13
Summer Semester		
BUS 101	Introduction to Business	3
CPT 295	Desktop Publishing Applications	3
MGT 120	Small Business Management	3
Hours		9
Total Hours		69-70

Digital Rendering with Photography, Fall Start

Course	Title	Hours
First Year		
Fall Semester		
ARV 120	Drawing	3
COL 103	College Skills	3
CPT 160	Digital Vector Graphics I	3
Photography Specialty Elective ¹		3
Hours		12
Spring Semester		
ARV 121	Design	3
ARV 124	Sequential Drawing	3
ARV 125	Drawing for Animators	3
CPT 161	Introduction to Digital Raster Graphics I	3
Photography Specialty Elective ¹		3
Hours		15
Summer Semester		
ARV 222	Computer Animation	3
Graduation Elective ¹		3
Photography Specialty Elective ¹		3
Hours		9

Second Year

Fall Semester

Elective Social/Behavioral Sciences (https://catalog.ptc.edu/student-handbook/advising-registration/general-education-courses/)	3	
Mathematical Requirement (https://catalog.ptc.edu/student-handbook/advising-registration/general-education-courses/)	3	
Graduation Elective ¹	3	
Photography Specialty Elective ¹	3	
Hours		12

Spring Semester

CPT 288	Computer Game Development I	3
ENG 101	English Composition I	3
Elective Lab Science/Mathematics (https://catalog.ptc.edu/student-handbook/advising-registration/general-education-courses/)		3-4
Graduation Elective ¹		3
Hours		12-13

Summer Semester

ART 101	Art History and Appreciation	3
CPT 295	Desktop Publishing Applications	3
Graduation Elective ¹		3
Hours		9
Total Hours		69-70

¹ For Photography Specialty Electives and Graduation Electives, please see the Requirements tab, or consult your Academic Advisor.

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 this program is fall, however students can start any semester if they have the required prerequisites for the classes they want to take. Note that even though many ARV classes have no prerequisites, a very good grasp of basic computer use and navigation along with basic verbal, grammar and spelling skills are required for success in this curriculum.

Some level of proficiency with Adobe Creative Suite is highly recommended. If a student has had none or limited exposure to this software, CPT 160 or CPT 161 is recommended prior to enrollment in ARV courses.

Students will be responsible for obtaining a quality digital single lens reflex or mirrorless camera, a subscription to the Adobe Creative Cloud

suite of products, and access to a color printer. The instructor will provide details as necessary.

Several investments must be made for a future in commercial arts, including a computer, a specialized digital single lens reflex or mirrorless camera, portable external hard drives, jump drives, etc.

Notes About Individual Classes

BIO 112, which provides a basic understanding of bone and musculature structure that is useful in accurately rendering the human form in drawings and design, is the recommended course for any ARV student in an associates program. However, BIO 101 will also meet the requirements for this degree. Different prerequisites, which are listed in the Academic Catalog and which should appear in DegreeWorks, are required for each science class.

PSY 103, PSY 201, or any other social science will be acceptable for the social science general education requirement.

Program Purpose

The A.A.S., General Technology with a primary specialty in Digital Rendering and Gaming Development and secondary specialization in Advertising Design or Photography provides an opportunity for students to pursue multiple areas of specialization and earn an associate degree by completing additional course work in general education. The degree may prepare graduates to transfer and continue their education at the baccalaureate level upon graduation or to become employed in the digital content creation or gaming industry, advertising design agencies, printing firms, photographic businesses, or in marketing and marketing development.

Student Program Learning Outcomes

For more information, review the learning outcomes for the corresponding certificates.

Learn More (<https://catalog.ptc.edu/academic-programs/business-information-technology-public-service-commercial-art/commercial-art-curricula/>)