

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

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.