

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
CPT 160	Digital Vector Graphics I	3
CPT 161	Introduction to Digital Raster Graphics I	3
Hours		12
Spring Semester		
ARV 123	Composition and Color	3
ARV 124	Sequential Drawing	3
ARV 125	Drawing for Animators	3
ARV 261	Advertising Design I	3
Hours		12
Summer Semester		
ARV 222	Computer Animation	3
ARV 262	Advertising Design II	3
CPT 288	Computer Game Development I	3
Hours		9
Second Year		
Fall Semester		
ARV 121	Design	3
ENG 101	English Composition I	3
MAT 155 or MAT 170	Contemporary Mathematics or Algebra, Geometry and Trigonometry I	3
Elective Behavioral Science (https://catalog.ptc.edu/student-handbook/advising-registration/general-education-courses/)		3
Hours		12
Spring Semester		
ART 101	Art History and Appreciation	3
ARV 266	Seminar in Graphics Art ²	3
BUS 101	Introduction to Business	3

Lab Science/Mathematics (<https://catalog.ptc.edu/student-handbook/advising-registration/general-education-courses/>) 3-4

Hours 12-13

Summer Semester

CPT 295	Desktop Publishing Applications	3
MGT 120	Small Business Management	3
MKT 240	Advertising	3
Hours		9
Total Hours		66-67

Digital Rendering with Photography, Fall Start

Course	Title	Hours
First Year		
Fall Semester		
ARV 114	Photography I	3
ARV 120	Drawing	3
CPT 160	Digital Vector Graphics I	3
CPT 161	Introduction to Digital Raster Graphics I	3
CGC 106	Typography I ¹	3
Hours		15
Spring Semester		
ARV 123	Composition and Color ¹	3
ARV 124	Sequential Drawing	3
ARV 125	Drawing for Animators	3
ARV 214	Photography II	3
Hours		12
Summer Semester		
ARV 222	Computer Animation	3
ARV 262	Advertising Design II	3
CPT 288	Computer Game Development I	3
Hours		9
Second Year		
Fall Semester		
ARV 121	Design	3
ENG 101 or ENG 165	English Composition I or Professional Communications	3
MAT 155 or MAT 170	Contemporary Mathematics or Algebra, Geometry and Trigonometry I	3
Elective Behavioral Science (https://catalog.ptc.edu/student-handbook/advising-registration/general-education-courses/)		3
Hours		12
Spring Semester		
ART 101	Art History and Appreciation	3
ARV 266	Seminar in Graphics Art ²	3
BUS 101	Introduction to Business ²	3
Lab Science/Mathematics (https://catalog.ptc.edu/student-handbook/advising-registration/general-education-courses/)		9
Hours		9



Summer Semester

CPT 295	Desktop Publishing Applications	3
MGT 120	Small Business Management	3
MKT 240	Advertising	3
	Hours	9
	Total Hours	66

¹ Choose CGC 106 in Fall OR ARV 123 in Spring. Only 1 is required.

² MKT 135 can substitute ARV 266, BUS 101, MGT 120, OR MKT 240