



CHATTAHOOCHEE VALLEY COMMUNITY COLLEGE

A.A.S. - Visual Communications: Simulation and Modeling option

The visual communications program prepares students for careers in graphics and design for print media, multimedia and other applications of commercial art. The simulation and modeling option concentrates on creative and technical processes involved in production of interactive three-dimensional and virtual-reality for use in military applications (crisis management simulation for example) as well as industrial applications, which include 3-D animation for gaming.

	credit hours
Area I: Written Composition	3
ENG 101 English 101	3
Area II: Humanities and Fine Arts	6
ART 100 Art Appreciation	3
SPH 107 Fundamentals of Public Speaking	3
Area III: Natural Science and Mathematics	9
MTH 100 Intermediate College Algebra or higher level MTH	3
CIS 146 Microcomputer Applications	3
CIS 150 Introduction to Computer Logic and Programming	3
or CIS 153 Introduction to Unity 3D Scripting	3
Area IV: History, Social and Behavioral Sciences	3
Approved History, Sociology or Psychology course	3
Area V: Preprofessional Major and Elective courses	49
Required Visual Communications core	30
ART 121 Two-Dimensional Composition	3
CIS 160 Multimedia for the World Wide Web	3
CIS 207 Introduction to Web Development	3
VCM 145 Introduction to Digital Photography	3
VCM 150 Typography	3
VCM 171 Graphics Software Applications	3
VCM 172 Digital Illustration 1	3
VCM 185 Digital Imaging 1	3
VCM 254 Graphic Design	3
CIS 151 Graphics for the Worldwide Web	3
Required Simulation and Modeling core	19
CIS 191 Introduction to Computer Programming Concepts	3
CIS 193 Introduction to Computer Programming Lab	1
CIS 223 Three-Dimensional Computer Modeling	3
CIS 224 Three-Dimensional Computer Animation	3
VCM 250 Introduction to Technical Illustration	3
VCM 270, VCM 273 or CIS 294	3
Approved Elective in Major (CIS, VCM)	3
Additional Degree Requirements	4
*ORI 101 Orientation to College	1
WKO 102 Workplace Skills Development II	3
Total	74-76