



visual arts TECHNOLOGY

 Washtenaw Community College

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Washtenaw Community College

VISUAL ARTS TECHNOLOGY DEPARTMENT

Business & Computer Tech. Division

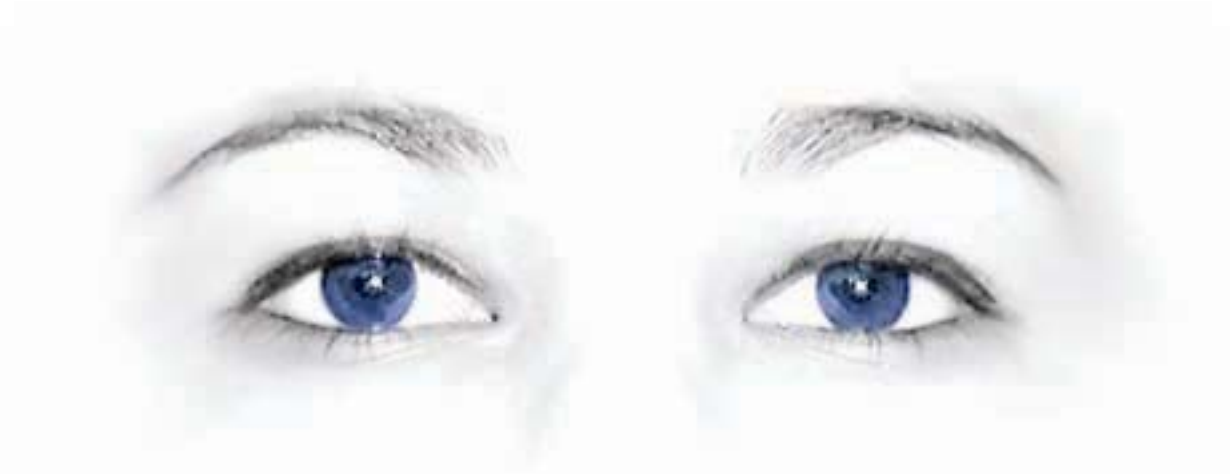
The Visual Arts Technology Department aims to prepare students for careers in Digital Media Arts, Graphic Design and Photography. Through the use of current technology, students are provided an opportunity to develop personal expression, visual problem solving skills, critical thinking, and the confidence necessary to be successful in professional endeavors.

PHOTO	4-7
GRAPHIC DESIGN	8-11
DIGITAL VIDEO	12-13
3D ANIMATION	14-15

We are dedicated to maintaining a state-of-the-art visual arts training environment.

Program requirements shown are for catalog year: 2005–2006

*For more info, go to:
www.wccnet.edu/departments/visualarts*



PHOTOGRAPHY

In addition to exploring photography as a means of personal expression, this program prepares individuals for work in a variety of photographic settings including working as a photographer's assistant, working in a photo lab, starting your own business, and transfer to a four-year art school. Students can tailor the program to their own interests by choosing specialized electives.

The photographic imaging area provides students with access to medium format, large format, and digital cameras, lighting equipment, and image production facilities that represent the highest industry standards. The hands-on learning environment found in all classes provides one-on-one contact with instructors in addition to a dynamic, interactive learning experience created among the students. Assignments are completed individually or in small groups, which encourages support and a noncompetitive atmosphere.

Advisors

Students should choose the appropriate faculty for academic advising based on their last name:

Terry Abrams (A–G)

Jennifer Baker (H–O)

Donald Werthmann (P–Z).



MAJOR AREA REQUIREMENTS (20 credits)

PHO 111
Photography I
4 credits

PHO 117
Intro. to the Studio
4 credits

PHO 127
Digital Photo Imaging I
4 credits

PHO 228
Digital Photo Imaging II
4 credits

PHO 122
Darkroom Techniques
4 credits

PHO 129
Black & White Digital Imaging
4 credits

PHOTOGRAPHIC IMAGING CERTIFICATE

This program prepares students for entry-level positions in the photographic industry and is a steppingstone to the Associate Degree. Foundation areas of study include: basic camera operation and composition skills; film and digital exposure and processing methods; studio lighting; and printing and presentation techniques.

ASSOCIATE IN PHOTOGRAPHIC TECH.

This program provides a firm foundation in silver-based and digital photographic technologies. Through a combination of required basic courses and specialized elective courses, the student tailors the program to his or her particular interest in the field. The program prepares the student to work behind the camera, in the darkroom, and on the computer. Students shoot with large, medium, and small format cameras in both color and black and white. Graduates of the program find job opportunities in commercial studios, amateur and professional photo labs, and photojournalism. Students also complete the program to learn to use photography as a means of personal expression, and as a preparation for transfer to 4-year photography programs.

Continuing Eligibility

Students must demonstrate basic computer literacy skills by successfully passing the Computer and Information Literacy Test. The test may be taken at any point during the program, but must be completed before graduating.

GENERAL REQUIREMENTS (18–21 credits)

Writing Elective(s)
3–4 credits

Speech Elective(s)
3 credits

Math Elective(s)
3–4 credits

Natural Science Elective(s)
3–4 credits

Social Science Elective(s)
3 credits

Arts/Hum. Elective(s)
3 credits

MAJOR AREA REQUIREMENTS (42–45 Credits)

PHO 103
History of Photography
3 credits

PHO 111
Photography I
4 credits

PHO 117
Introduction to the Studio
4 credits

PHO 127
Digital Photo Imaging I
4 credits

PHO 228
Digital Photo Imaging II
4 credits

PHO 230
Portfolio Projects
3 credits

PHO 231
Portfolio Seminar
4 credits

PHO 122
Darkroom Techniques *or*
PHO 129
Black and White Digital Imaging
4 credits

PHO 211
Large Format Photography *or*
PHO 220
Advanced Studio Techniques
3 credits

Complete additional 9–12 credits
of **PHO** 100 level and above classes
as electives:



GRAPHIC DESIGN

The graphic design program will provide an opportunity for students to develop their creativity in both the illustration and design components of graphic design and prepare them to start a career in the commercial, technical and free-lance industries using state-of-the-art equipment and the latest techniques. Students get individual attention from the instructors and the opportunity to create their own portfolios of finished art, which can be used to present to future employers.

Admission Requirements

A high school Macintosh-based course, or GDT 105 with a "C-" or better, or instructor permission is required to enroll in GDT computer-based courses.

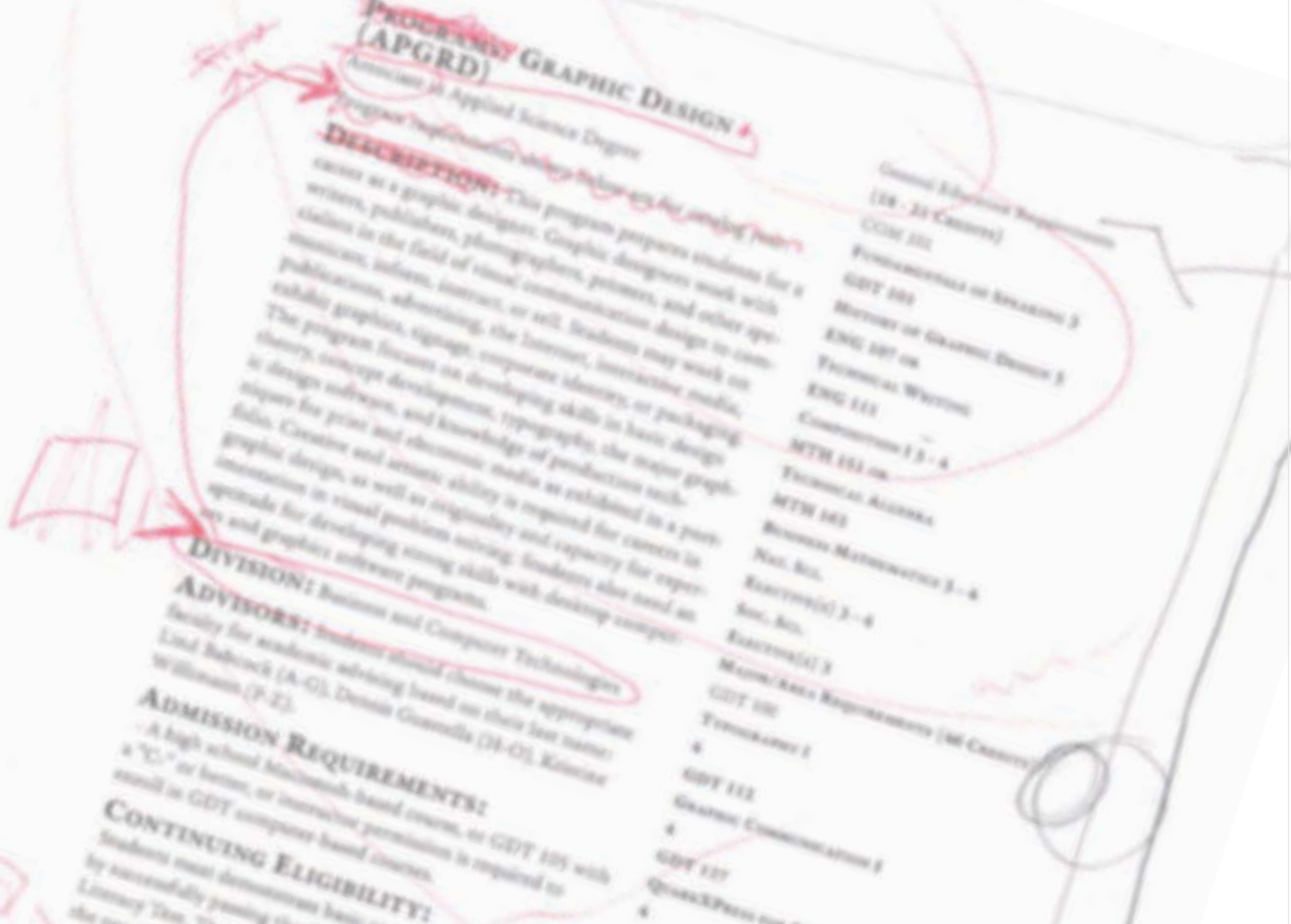
Advisors

Students should choose the appropriate faculty for academic advising based on their last name:

Lind Babcock (A-G)

Dennis Guastella (H-O)

Kristine Willimann (P-Z).



MAJOR AREA REQUIREMENTS (30 Credits)

GDT 100
Typography I
4 credits

GDT 112
Graphic Communication I
4 credits

GDT 127
QuarkXPress for Print Publishing
4 credits

GDT 139
Illustrator Graphics
4 credits

GDT 140
Photoshop Graphics
4 credits

GDT 220
Publication Design
4 credits

INP 140
Building a Web Site
3 credits

INP 176
Web Animation I
3 credits

GRAPHIC DESIGN CERTIFICATE

This program provides students with entry-level skills in graphic design and allows students to upgrade or expand their present skills. Students will focus on typography and the foundations of visual communication design for both print and on-screen media, and build skills in the most widely used graphic design software applications. This program provides credits towards the Associate in Applied Science Degree in Graphic Design.

Sixteen (16) credits of GDT software and computer studio classes in one semester is an extremely heavy load. Students may need more than two semesters to complete the program.

ASSOCIATE IN GRAPHIC DESIGN

This program prepares students for a career as a graphic designer. Graphic designers work with writers, publishers, photographers, printers, and other specialists in the field of visual design to communicate, inform, instruct, or sell. Students work on publications, advertising, the Internet, interactive media, exhibit graphics, signage, corporate identity, or packaging. The program focuses on developing skills in basic design theory, concept development, typography, the major graphic design software, and knowledge of production techniques for print and electronic media as exhibited in a final portfolio. Creative and artistic ability is required for careers in graphic design, as well as originality and capacity for experimentation with visual problem solving. Students also need an aptitude for developing strong computer skills and graphics software programs.

Continuing Eligibility

Students must demonstrate basic computer literacy skills by successfully passing the Computer and Information Literacy Test. The test may be taken at any point during the program, but must be completed before graduating.

GENERAL REQUIREMENTS (18–21 Credits)

COM 101
Fundamentals of Speaking
3 credits

GDT 101
History of Graphic Design
3 credits

ENG 107
Technical Writing *or*
ENG 111
Composition I
3–4 credits

MTH 151
Technical Algebra *or*
MTH 163
Business Mathematics
3–4 credits

Natural Science Elective(s)
3–4 credits

Social Science Elective(s)
3 credits

MAJOR AREA REQUIREMENTS (46 Credits)

GDT 100
Typography I
4 credits

GDT 112
Graphic Communication I
4 credits

GDT 127
QuarkXPress for Print Publishing
4 credits

GDT 139
Illustrator Graphics
4 credits

GDT 140
Photoshop Graphics
4 credits

GDT 220
Publication Design
4 credits

GDT 239
Imaging & Illustration
4 credits

GDT 252
Advanced Digital Studio
4 credits

GDT 270
Web Site Design
4 credits

GDT 290
Professional Practices
4 credits

INP 140
Building a Web Site
3 credits

INP 176
Web Animation I
3 credits



DIGITAL VIDEO

Everything is turning digital! Even Hollywood has its eye on the digital future. At Washtenaw Community College we see this trend and have developed a program that is at the pinnacle of the digital art world.

Students in the Digital Video/film Technology program will learn to create short subject video pieces and learn all facets of video production from program design (pre-production), recording (production), through the editing process (post-production). Students will take courses in Webcasting and streaming media, using state-of-the-art digital technological facilities, and instruction. By the end of taking this program students will have basic knowledge of lighting, storyboarding and basic scripting, editing, sound, and directing techniques.

After being exposed to the latest equipment, the best facilities and a committed, hands-on faculty, students will be prepared for entry level media production positions in organizations that create information, documentary, instructional commercial, or artistic digital video productions, which include the integration of video, audio, graphics, and text.

Admission Requirements

A high school Macintosh-based course, or GDT 105 with a "C-" or better, or instructor permission is required to enroll in GDT software courses.

Advisor: Dan Kier

DIGITAL VIDEO FILM PRODUCTION CERTIFICATE

This program prepares students for entry-level media production positions in organizations where they will create digitized video productions for Web and other presentation forms that may be used for informational, documentary, instructional, commercial, artistic, or other purposes. The program provides thorough instruction in all facets of video production from program design to hands-on recording through editing. Students also gain skills in the use of computer software applications.

WCC first offered this two-semester certificate program in Fall 2001. Additional degree offerings are being considered.

MAJOR AREA REQUIREMENTS (30-32 Credits)

ENG 115
Scriptwriting for Media
3 credits

GDT 140
Photoshop Graphics
4 credits

GDT 150
Design for Internet
4 credits

VID 101
Video Production I
3 credits

VID 102
Video Production II
3 credits

VID 110
Digital Video Editing I
3 credits

VID 112
Digital Video Editing II
4 credits

Complete 2 courses:
VID 174, VID 276, VID 280
6-8 credits

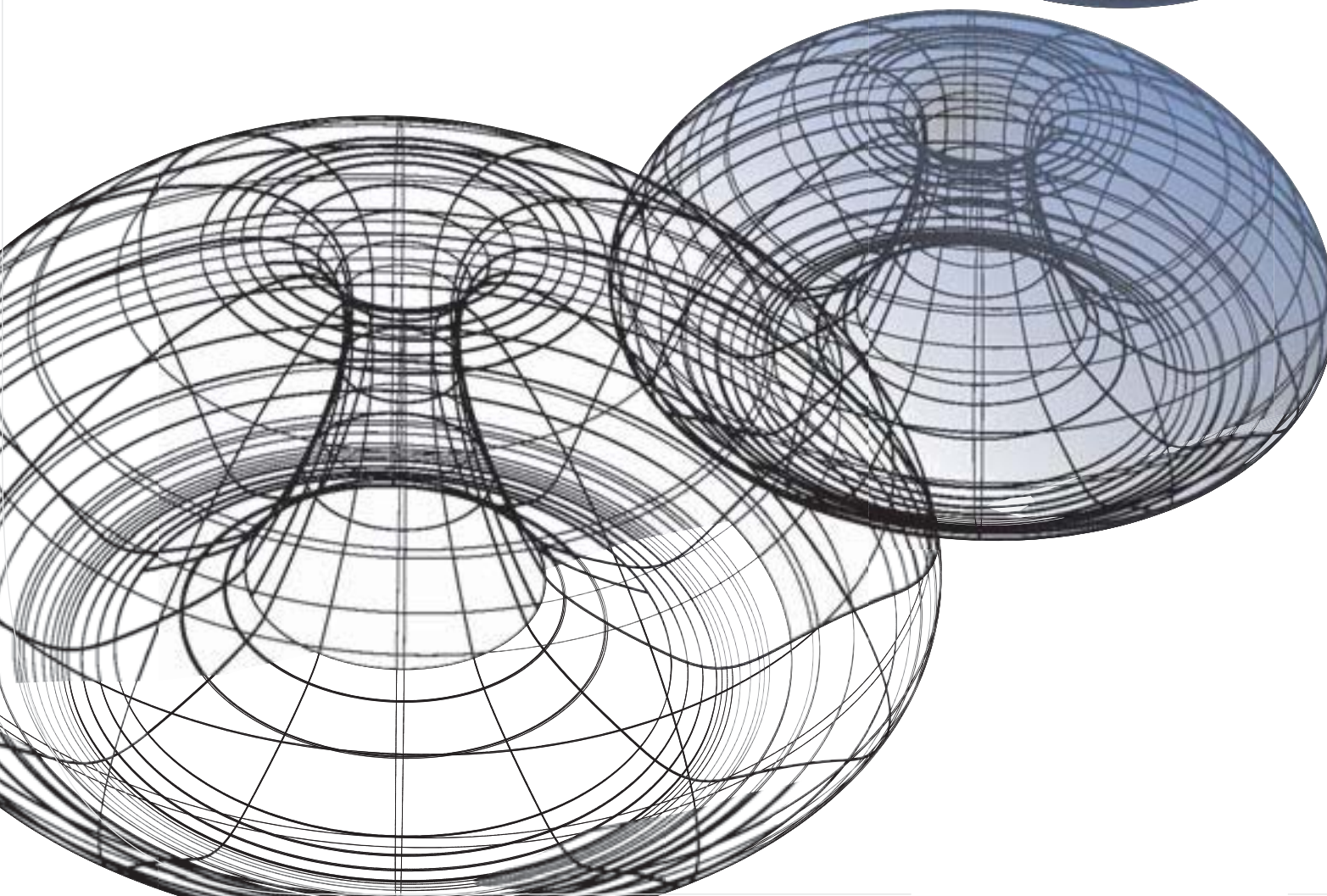
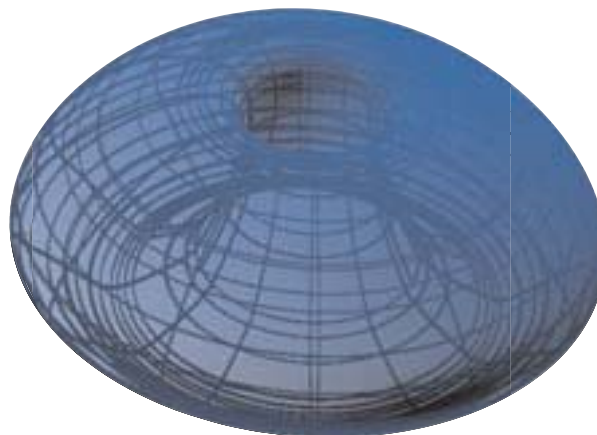
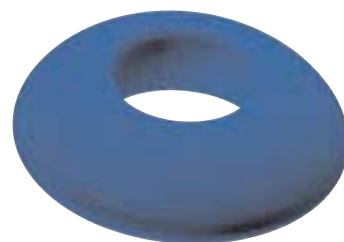


3D ANIMATION

3D animation has a big meaning in the commercial world from engineering models to state-of-the-art special effects movies. That's why film and video artists, game developers, visualization professionals, Web and print designers turn to 3D animation to realize their creative visions. Using the most powerfully integrated and Academy Award® winning 3D modeling software Maya®, students learn to add quality realism to 2D graphics with animation, effects, and rendering solution.

WCC offers a 2-year degree program that began in Fall 2005.

Advisor: Kristine Willimann



ASSOCIATE IN 3D ANIMATION

The Digital Animation program prepares students for entry-level positions in digital 3D modeling and animation for use in video, CD-ROM and DVD presentations, broadcast graphics, video game design, kiosks, print (stills), and the Web. Emphasis is on visual perception of 3D form and shape, volume/weight, surface mapping and lighting, basic 3D animation and motion graphic composition for video and Internet ready applications.

Admission Requirements

High school Macintosh-based course, GDT 105 with a "C" or better, or instructor permission.

Continuing Eligibility

Students must demonstrate basic computer literacy skills by successfully passing the Computer and Information Literacy Test. The test may be taken at any point during the program, but must be completed before graduating.

GENERAL REQUIREMENTS (19–21 Credits)

COM 101
Fundamentals of Speaking
3 credits

MTH 152
Technical Geometry & Trig
4 credits

ENG 107
Technical Writing *or*
ENG 111
Composition I
3-4 credits

Natural Science Elective(s)
3-4 credits

Social Science Elective(s)
3 credits

Arts & Humanities Elective(s)
3 credits

MAJOR AREA REQUIREMENTS (45 Credits)

ANI 145
Concept Development
for Animation
2 credits

ANI 150
3D Animation I: Modeling
4 credits

ANI 155
Textures & Studio Lighting
for Animation
4 credits

ANI 230
Motion and Sound
2 credits

ANI 250
3D Animation II
4 credits

ANI 260
3D Animation III
4 credits

ART 108
3-Dimensional Design
4 credits

ART 111
Basic Drawing I
4 credits

GDT 140
Photoshop Graphics
4 credits

INP 176
Web Animation I
3 credits

INP 276
Web Animation II
4 credits

VID 276
Advanced Video Graphics I
3 credits

VID 280
DVD Authoring
3 credits