

For students entering FALL 2013 and after

B.TECH in Communication Design/ Animation, Illustration, Game Graphics **AIG**

PROGRAM-SPECIFIC REQUIRED LOWER-LEVEL COURSES

✓	NEW Course Number	Previous Course Number	Course Name	Prereq	Cr	
	COMD 1100	ADV 1100	Graphic Design Principles I	CUNY proficiency in reading, writing and mathematics OR Corequisites: ENG 092R (ESOL032R), ENG 092W (ESOL 031W), as required	3	
	COMD 1167	ADV 1167	Type & Media	CUNY proficiency in reading, writing and mathematics OR Corequisites: ENG 092R (ESOL032R), ENG 092W (ESOL 031W), as required	4	
	COMD 1162	ADV 1162	Raster & Vector Graphics	CUNY proficiency in reading, writing and mathematics OR Corequisites: ENG 092R (ESOL032R), ENG 092W (ESOL 031W), as required	3	
	COMD 1103	ADV 1103	Foundation Drawing	CUNY proficiency in reading, writing and mathematics OR Corequisites: ENG 092R (ESOL032R), ENG 092W (ESOL 031W), as required	2	
	CDMG 1111	GRA 1111	Graphic Communications Workshop	CUNY proficiency in reading, writing and mathematics OR Corequisites: ENG 092R (ESOL032R), ENG 092W (ESOL 031W), as required	2	
	COMD 1200	ADV 1200	Graphic Design Principles II	COMD 1100, COMD 1167	3	
	COMD 1231	ADV 1231	Figure Drawing	COMD 1103	2	
	COMD 1292	ADV1292	3-Dimensional Design	COMD 1100, COMD1103	3	
	COMD 2300	ADV 2300	Communication Design I	COMD 1200, COMD 2327	3	
	COMD 2327	ADV 2327	Typographic Design II	COMD 1167	2	
	COMD 2313	ADV 2313	Illustration I: Basic Principles	COMD1231, CUNY proficiency in reading, writing and math	3	
	COMD 2330	GRA 2330	Digital Photography I	CUNY proficiency in reading, writing and math	3	
	COMD 2400	ADV 2400	Communication Design II	COMD 1162, COMD 2300; Corequisite: COMD 2427	2	
	COMD 2427	ADV 2427	Typographic Design III	COMD 1167	2	
	COMD 2450	ADV 2450	Web Design I	COMD 2300 or GRA 2300 or department approval	2	
All of the above are required AAS-level courses					Subtotal	39

PROGRAM-SPECIFIC REQUIRED UPPER-LEVEL COURSES

OPTION A			OPTION B			
COMD3508	ADV 3508	Intro to Game Design Concepts	COMD3413	ADV 3413	Illustration II: Character Design	3
COMD3523	ADV 3523	Storyboard Concepts	COMD3508	ADV 3508	Introduction to Game Design Concepts	3
COMD3540	ADV 3540	2D Animation I	COMD3513	ADV 3513	Illustration III: Narrative	3
COMD3640	ADV 3640	3D Animation & Modeling I	COMD3523	ADV 3523	Storyboard Concepts	3
COMD3641	ADV 3641	2D Animation II	COMD3540	ADV 3540	2D Animation I	3
COMD3740	ADV 3740	3D Animation & Modeling II	COMD3613	ADV 3613	Illustration IV: Professional Practice	3
COMD3808	ADV 3808	3D Game Graphics	COMD3640	ADV 3640	3D Animation & Modeling I	3
COMD4640	ADV 4640	3D Animation & Modeling III		UPPER elective	See list of recommended electives	3
	UPPER elective	See list of recommended electives		UPPER elective	See list of recommended electives	3

COMD 4701	ADV 4701	The Design Team	COMD 3551 or COMD 3600 or COMD 3601 or COMD 3613 or COMD 3630 or COMD 3641	3	
COMD 4801	ADV 4801	Portfolio	COMD 4701; Corequisite: COMD 4830	3	
COMD 4830	ADV 4830	Senior Project I	COMD 4701; Corequisite: COMD 4801	3	
COMD 4900	ADV 4900	Internship	COMD 4701	3	
				Subtotal	39

GENERAL EDUCATION: REQUIRED CORE / FLEXIBLE CORE / COLLEGE OPTION

Required Core	ENG 1101*	English Composition I	Please refer to http://www.citytech.cuny.edu/pathways/courseReqs.aspx for the most current list of required core options	3	
	ENG 1121*	English Composition II (COMM)		3	
	Any offering*	Life and Physical Sciences		3	
	Any offering*	Mathematical & Quantitative Reasoning		3	
Flexible Core	ARTH 3311*	The History of Graphic Design	Flexible CORE/CREATIVE EXPRESSION (CI)	3	
	PSY 1101*	Introduction to Psychology	Flexible CORE/INDIVIDUAL & SOCIETY (IS)	3	
	PSY 3407	Psychology of Visual Perception	Flexible CORE/SCIENTIFIC WORLD (SW)	3	
	Any Offering * >	In addition to the courses specified above, select one course from WORLD CULTURES & GLOBAL ISSUES (WCGI) , one course from US EXPERIENCE IN ITS DIVERSITY (USED) and one additional course from any of the Pathways/Flexible CORE categories; no more than two courses may be selected from any category.	Flexible CORE/WORLD CULTURES & GLOBAL ISSUES (WCGI) Recommended classes: ARTH 1101 History of Art: Prehistoric to Gothic or ARTH 1102 History of Art: Renaissance to Modern or ARTH 1103 Survey of Art History or ARTH 1106 Modern Art or ARTH 1108 The Arts of Asia: China, Japan, Korea, and India or ARTH 1110 Arts of the Islamic World	3	
	Any Offering >	In addition to the required classes above, students must choose one of the following: a second Pathways-approved ART HISTORY course > See department recommendations.	Flexible CORE/US EXPERIENCE IN ITS DIVERSITY (USED) Recommended class: ARTH1104 Art of the United States	3	
College Option	Any offering	LIBERAL ART	http://www.citytech.cuny.edu/pathways/liberalArts.aspx	3	
	Any offering	Advanced LIBERAL ART	http://www.citytech.cuny.edu/pathways/liberalArts.aspx#advanced . SBS2000 will satisfy this category, if class is not offered as interdisciplinary	3	
	COM	COM 1330 or higher	Speech/Oral Communication	3	
	SBS 2000	Research Methods for the Social and Behavioral Sciences	INTERDISCIPLINARY (ID) Not every class section might be considered ID. This class will satisfy the Advanced Liberal Art category if not offered as interdisciplinary. For a list http://www.citytech.cuny.edu/pathways/interdisciplinary.aspx for the most current list of SBS 2000 sections that are designated as interdisciplinary.	3	
				Subtotal	42

TOTAL CREDITS REQUIRED FOR THE DEGREE

• AAS required

updated Dec 8, 2014

Writing Intensive (WI) Requirement: Students at CityTech must complete two courses designated WI for the associate level, one from GenEd and one from the major; and two additional courses designated WI for the baccalaureate level, one from GenEd and one from the major.

For a list of Writing Intensive Courses please refer to <http://www.citytech.cuny.edu/pathways/writingIntensive.aspx>

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**ELECTIVE COURSES IN THE MAJOR / YEARS 1 and 2
(or for students pursuing Associate Degree only)**

Select 2 classes from this group for a total of 6 credits

		Previous Code	Name of class	Cr
	COMD 1292	ADV 1292	3D Design	3
	COMD 2313	ADV 2313	Illustration I: Basic Principles	3
	COMD 2320	ADV 2320	Intro to Film & Video Production	3
	COMD 2340	ADV 2340	Digital Photography II	3
	CDMG 2316	GRA 2316	Digital Imaging Production	3
	COMD 2412	ADV 2412	Packaging Design	3
	COMD 3413	ADV 3413	Illustration II: Character Design	3
	CDMG 3532	GRA 3532	Print Production for Designers	3
			Subtotal	6

BTECH UPPER ELECTIVE COURSES IN THE MAJOR / YEARS 3 and 4

Recommended for Advertising Design

	COMD 3502	ADV 3502	Topics in Advertising	3
	COMD 3530	ADV 3530	Advanced Photo Studio	3

Recommended for Graphic Design

	COMD 3712	ADV 3712	Topics in Packaging Design	3
	COMD 4711	ADV 4711	Desktop Publication Design II	3

Recommended for Web Design

	COMD 4762	ADV 4762	Interactive Interface Design	3
	COMD 4763	ADV 4763	Dynamic Web II	3
	COMD 4764	ADV 4764	Design for Mobile Devices	3
	COMD 4860	ADV 4860	Streaming Media for the Web	3

Recommended for Broadcast Design & Motion Graphics

	COMD 3627	ADV 3627	Time-Based Typography	3
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Recommended for Animation, Illustration & Game Design Graphics

	COMD 4713	ADV 4713	Advanced Illustration III	3
	COMD 4741	ADV 4741	2D Animation III	3
	COMD 4843	ADV 4843	Career Strategies for Animation	3

Other electives

	CDMG 3508	GRA 3508	Desktop Publishing Production II	3
	CDMG 3607	GRA 3607	Digital Data Asset Management	3
	CDMG 3611	GRA 3611	Vector Art Editing	3
		LIB 1201	Research & Documentation In Information Age	3
		MKT 241	Marketing Management	3
		ENT 3390	Sound for Multimedia	3
		ENG 3773	Advanced Technical Writing	3
		ARTH	Art History (core)	3
		CST	CST Web Module Courses	3

In addition to classes above, students can choose courses in other modules as electives. Please refer to the next column for more elective courses

Subtotal 9

BTECH Students: The following courses in *other* modules can also be selected as electives. All classes are 3 credits each.

Classes cannot count as part of the module and electives.

ADVERTISING DESIGN		COMD 3500	ADV 3500	Campaign Development I
		COMD 3523	ADV 3523	Storyboard Concepts
		COMD 3662	ADV 3662	Interactive Animation
		COMD 3600	ADV 3600	Campaign Development II
		COMD 3610	ADV 3610	Interactive Art Direction for Advertising
		CDMG 3532	GRA 3532	Print Production for Designers
AIG / Illustration Game Graphics Option A: Animation		COMD 3508	ADV 3508	Intro to Game Design Concepts
		COMD 3523	ADV 3523	Storyboard Concepts
		COMD 3540	ADV 3540	2D Animation I
		COMD 3640	ADV 3640	3D Animation & Modeling I
		COMD 3641	ADV 3641	2D Animation II
		COMD 3740	ADV 3740	3D Animation & Modeling II
		COMD 3808	ADV 3808	3D Game Graphics
		COMD 4640	ADV 4640	3D Animation & Modeling III
AIG / Illustration Game Graphics Option B: Illustration		COMD 3413	ADV 3413	Illustration II: Character Design
		COMD 3508	ADV 3508	Intro to Game Design Concepts
		COMD 3513	ADV 3513	Illustration III: Narrative
		COMD 3523	ADV 3523	Storyboard Concepts
		COMD 3540	ADV 3540	2D Animation I
		COMD 3613	ADV 3613	Illustration IV: Professional Practice
		COMD 3640	ADV 3640	3D Animation & Modeling I
BROADCAST DESIGN		COMD 3521	ADV 3521	Motion Graphics I
		COMD 3523	ADV 3523	Storyboard Concepts
		COMD 3620	ADV 3620	Broadcast Design I
		ENT 3390	ENT 3390	Sound for Multimedia
		COMD 3630	ADV 3630	Broadcast Design II
		COMD 3621	ADV 3621	Motion Graphics II
GRAPHIC DESIGN		CDMG 3532	GRA 3532	Print Production for Designers
		COMD 3501	ADV 3501	Corporate Identity Design
		COMD 3527	ADV 3527	Advanced Typography
		COMD 3503	ADV 3503	Topics in Graphic Design
		COMD 3601	ADV 3601	Information Design
		COMD 4611	ADV 3611	Desktop Publication Design I
WEB DESIGN		COMD 3551	ADV 3551	Web Design II Advanced XHTML & CSS
		COMD 3562	ADV 3560	Web Site Architecture
		COMD 3563	ADV 3561	Web Analytics, SEO & SEM
		COMD 3662	ADV 3662	Interactive Animation
		COMD 3652	ADV 3652	Web Design III / Design Studio
		COMD 3663	ADV 3663	Dynamic Web I: Web 2.0