APPLIED VISUAL ARTS

Delivery: Daytime and Evening Classes
Start: Fall or Spring Semester, Full- or Part-Time
Location: Rosemount Campus

Outcomes

Applied Visual Arts A.A.S. Degree . . . . . 72 cr.

Major Description

This program prepares students for careers in commercial art and design. A unique combination of courses offers training in the traditional techniques of drawing and painting in conjunction with digital art techniques using computer graphics programs. The coursework trains students in the design process to explore, plan, design and produce visual solutions to communications problems. A foundation in art techniques, design principles, creative problem solving, concept development, illustration, typography and layout are established. Students will gain the skills necessary for an entry-level position in the commercial art field and will have employment opportunities in a number of related industries, including marketing, publishing, advertising and animation.

Work Environment

Visual artists often work in art or design studios both private and commercial. Job opportunities exist in publishing, advertising, marketing and animation industries. Employment could be permanent or seasonal at business locations. Freelance artists in their own studios often work on a contract basis.

Potential Job Titles

- Illustrator
- Production Illustrator
- Visual Artist
- Historical Artist
- Story Artist
- Layout Artist
- Digital Artist
- Muralist
- Commerical Artist
- Graphic Artist

Salary Data

- Average Wage: $23.75/hour
- Top Earners: $34.29/hour

APPLIED VISUAL ARTS – A.A.S. DEGREE

This is a sample course sequence.
Please contact your program advisor regarding your academic plans.

First Year - First Semester

VCOM1001	Introduction To Visual Communications	2
VCOM1006	Color Theory and Applications	2
VCOM1016	Typography and Layout I	3
VCOM1030	Visual Design Fundamentals	3
VCOM1041	Drawing I	3
VCOM1410	Introduction to Illustrator	2
ENGL1150	Composition I	3
	Total Credits	**18**

First Year - Second Semester

VCOM1010	Introduction to Photoshop	2
VCOM1021	Introduction to Photography	3
VCOM1060	Creative Problem Solving	3
VCOM1096	Illustration Fundamentals	2
VCOM2041	Drawing II	3
SPEE1020	Interpersonal Communications	3
	Technical Electives	2
	Total Credits	**18**

Second Year - First Semester

VCOM1086	Watercolor and Gouache Painting	3
VCOM1430	Introduction to InDesign	2
VCOM2096	Story, Sequence and Animation	3
VCOM2420	Advanced Computer Illustration	3
ARTS1550	Art History—Renaissance to Modern	3
	General Education (MnTC Goal 3 or 4)**	3
	Total Credits	**17**

Second Year - Second Semester

VCOM2016	Typography and Layout II	3
VCOM2020	Digital Painting and Drawing	2
VCOM2097	Advertising and Editorial Illustration	3
VCOM2825	Visual Art Career Preparation	3
	Technical Electives	5
	General Education Electives**	3
	Total Credits	**19**
	TOTAL PROGRAM REQUIREMENTS	**72**

*** Select General Education electives from any MnTC goal area.*

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2014-2015 CATALOG

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