



Work for someone else....

Multimedia artists and animators

PRIMARY EMPLOYERS	ANNUAL SALARY
Motion picture/video industries	\$76,690
Telecommunication resellers	\$72,250
Educational support services	\$65,870
Civic and social organizations	\$61,810
Software publishers	\$59,880

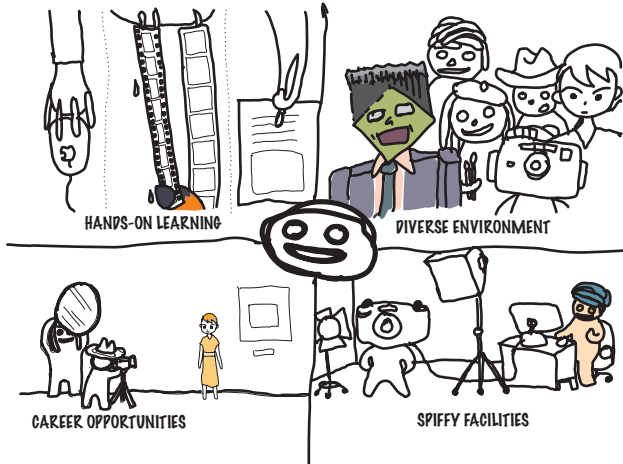
Data gathered from <<http://www.bls.gov/oes/current/oes271014.htm>>

Work for yourself....

In artist and related worker industries, about 63 percent of artists and related workers are self-employed. Sharp competition is expected for both salaried jobs and freelance work. Artists usually develop their skills through a bachelor's degree program or other postsecondary training in art or design.

Work hard in a big city....

Employment for multimedia artists and animators is centered in several major cities, particularly New York and Los Angeles. Experience, talent, creativity, and professionalism are the factors that are most important in getting many jobs in this industry. Data gathered from Occupational Outlook Handbook. tt



Previous KCC Photography and Multimedia Art Graduates Transferred to:

- Art Institute of Chicago
- California Institute of the Arts
- College of Santa Fe
- Columbus College of Art & Design
- Grand Valley State University
- Rhode Island School of Design
- San Francisco Art Institute
- The University of the Arts
- Western Michigan University

For more program information contact:
Paula Puckett, Chair of Arts and Communication
269-965-3931, ext. 2207
puckettp@kellogg.edu

Ryan Flathau, Program Coordinator
269-965-3931, ext 2559
flathaur@kellogg.edu

For information about animation courses, contact:
Jim Middleton, Instructor
middletonj@kellogg.edu



KELLOGG COMMUNITY COLLEGE

450 North Avenue
Battle Creek, MI 49017
269-965-3931
www.kellogg.edu

KELLOGG COMMUNITY COLLEGE



Photography and Multimedia prepares students for entering the diverse fields of photography and multimedia. Graduates of this program are well-rounded individuals, with a background adaptable to a variety of media related fields. The program includes four main areas of emphasis: Photography, Multimedia, Animation, and Visual Art. The curriculum blends traditional and digital media technologies while encouraging technical proficiency and aesthetic awareness of photography, multimedia, film animation, visual art, video capture and editing, sound capture and editing, web design, and graphic design as both an art form and a professional medium of communication.

Associate degrees with concentrations in Animation or Photography, may transfer to four-year institutions if students take the additional general education courses. Transfer guides are available in the Academic Advising office. If students are interested in a transfer option, they should consider completing the General Education MACRAO courses listed in the KCC College Catalog.

Photography and Multimedia Degree

Prerequisites

Students should possess basic Macintosh operation skills or take Graphic Design 105, Using and Troubleshooting the Macintosh.

General Education

Students must complete the following general education requirements:

Art 105, Contemporary Art Survey or Art 210, History of Photography and Film or Art 213, Art History.....	2-3
Communication 111, Business Communication	3
Communication 241, Mass Communication	3
*Critical Thinking Elective.....	3-4
English 151, Freshman Composition	3
*Healthy Living Elective.....	2-3

16 - 19

*For options to fulfill the Critical Thinking and Healthy Living Electives, see KCC College catalog.

The Photography and Multimedia Program emphasizes creativity, and individuals become well suited for positions requiring artistic design and image development. In a hands-on environment, students gain four areas of specialization in the core courses. In the seminars, students work with instructors to implement learning through creation of projects designed to display students' artistic abilities, craft, and knowledge.

Core Courses

Students must complete the following general education requirements:

Animation 103, Introduction to Video Art.....	3
Art 103, Two-Dimensional Design	3
Art 110, Drawing I.....	3
Art 215, Art Seminar I	3
Art 222, Introduction to Photography.....	3
Art 227, Digital Color Photography	3
Art 230, Digital Color Photography II	3
Art 296, Internship and Career Development	3
Graphic Design 100, Introduction to Graphic Design	3
Graphic Design 167, Dreamweaver	4
Graphic Design 170, Photoshop	4
	<u>35</u>

Elective Options

The associate degree in Photography and Multimedia candidates may select from the following two elective options: Photography or Animation.



Option I - Photography

Art 223, Intermediate Photography	3
Art 224, Advanced Photography	3
Art 229, Studio Photography	3
Art 295, Photography and Multimedia Special Topics.....	<u>3</u>
	12

The four semester sequence suggested for full-time Photography students may be:

I	II	III	IV
ART 103	ART 110	ANIM 103	ART 105
ART 222	ART 223	ART 227	ART 215
ENGL 151	ART295	ART 229	ART 224
GRDE 100	COMM 241	Critical Thinking	ART 230
GRDE 170	GRDE 167	Elective	ART 296
		Healthy Living Elective	COMM 111

This is a recommended sequence only. Students should work with academic advisors or the Photography and Multimedia coordinator to individualize their education plan.

Option 2 - Animation

Animation 104, Introduction to Sound, Recording and Editing	3
Animation 233, Introduction to 2-D Animation Techniques.....	3
Animation 234, Introduction to 3-D Animation Techniques.....	3
Animation 235, Intermediate Animation.....	<u>3</u>
	12

The four semester sequence suggested for full-time Animation students may be:

I	II	III	IV
ANIM 103	ANIM 233	ANIM 234	ANIM 235
ANIM 104	ART 110	ART 105	ART 105
ART 103	ART 222	ART 227	ART 215
ENGL 151	COMM 241	GRDE 100	ART 230
GRDE 170	GRDE 167	Critical Thinking Elective	ART 296
		Healthy Living Elective	COMM 111

This is a recommended sequence only. Students should work with academic advisors or the Photography and Multimedia coordinator to individualize their education plan.