



WHAT YOU WILL LEARN

An associate degree in Applied Science prepares graduates who aspire to start their own business, enter the workforce or transfer to four-year college. The Virtual Reality program at CCM provides a skillset designed for graduates to pursue their personal ambition and career goals.

Following a foundation year of computer science, game programming, and photography, the second year includes specialized courses in both created and recorded virtual reality, video, lighting, and portfolio building. Hands-on experience is prioritized to develop both the creative ability and the technical skills essential to a career of a contemporary image-maker.

WHY STUDY VIRTUAL REALITY AT CCM?

The internationally recognized faculty has its finger on the pulse of the contemporary image-making trends. Whether you are interested in commercial or art image-making, CCM faculty are committed to meeting you where your career goals are. Virtual Reality students have access to outstanding facilities: Mac-based digital imaging lab for still and moving images, Virtual Reality lab, and lighting studio. Students have access to a wide range of equipment including professional 360 video cameras, spatial sound recorders, and lighting equipment.

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Curriculum Checksheet: www.ccm.edu/checksheets

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CAREER OPPORTUNITIES

- Real Estate
- Event
- Journalism
- Cinematography
- Virtual Reality Content Creator

CONTACT INFORMATION

Art and Design Department

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WHERE YOU CAN GO!

In addition to transferring to four year colleges, CCM graduates could go directly into the workforce.

To learn about the transfer and career services, visit: <https://www.ccm.edu/student-life/campus-services/>



CURRICULUM

General Education Foundation (20 CR)

COMMUNICATION (6 CR)

English Composition I	ENG 111	3
English Composition II	ENG 112	3

MATH/SCIENCE/TECHNOLOGY (8 CR)

Mathematics for the Liberal Arts OR	MAT 120	4
Probability and Statistics	MAT 130	
Laboratory Science		4

SOCIAL SCIENCE OR HUMANITIES (3 CR)

Choose from General Education course list Humanities/Social Science		3
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GENERAL EDUCATION ELECTIVES (3 CR)

History of Photography	PHO 113	3
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PHOTO AND IMAGING CORE (40 CR)

Photography I	PHO 115	3
Computer Science I	CMP 128	3
Computer Science II	CMP 129	3
Game Programming	CMP 150	3
Digital Imaging I	PHO 204	3
X-R Principles	IMG 112	3
Color Photography	PHO 117	3
Studio Lighting	PHO 216	3
Digital Imaging II	PHO 224	3
X-R Studio	IMG 214	3
Narrative/Storytelling in X-R	IMG 201	3
Portfolio Preparation	PHO 226	3
Professional Studio	PHO 227	3
Introduction to Computer Generated Art	IMG 101	1

TOTAL

60

Note: You must see a faculty advisor to plan your sequence of courses. For the most up-to-date listing of courses, see the Curriculum Checklist for this program on the CCM website at www.ccm.edu/checksheets.