Currently, computer graphics is a $150 Billion per year industry. Constantly evolving, computer graphics are everywhere and an integral part of our daily lives. Computer Graphics Technology (CGT) students are prepared to meet this demand. Computer Graphics Technology educates undergraduates and graduate students to become the finest practitioners, managers, and leaders in the field of applied computer graphics technology and digital communication. Computer Graphics Technology’s award-winning faculty prepares visually oriented students to succeed in a wide range of graphics-related industries. So whether you dream of designing robust websites, designing and animating 3D characters or anything in between, the fun begins with Computer Graphics Technology.

Sample Coursework
- Design for Visualization and Communication
- Introduction to Computer Animation
- Principles of Creative Design
- Multimedia Authoring
- Digital Video and Audio
- Visual Effects in Film and Animation

Possible Career Opportunities
- Graphic Designer
- Web Designer
- Multimedia Designer
- 3D Animator
- 3D Production Artist
- Computer Graphics Educator

Employment and Graduate School Information

Employment Outlook
Employment of network and computer systems administrators is projected to grow 12 percent from 2012 to 2022, about as fast as the average for all occupations. Demand for information technology workers is high and should continue to grow as firms invest in newer, faster technology and mobile networks. Growth will be highest at industries that provide cloud-computing technology. Employment of network administrators in the computer systems design and related services industry is projected to grow 35 percent from 2012 to 2022 (Bureau of Labor Statistics, U.S. Department of Labor, Occupational Outlook Handbook, 2014-15 Edition, Network and Computer Systems Administrators).

Salary Expectations
The average annual earnings for graphic designers were $39,900, with the middle 50 percent earning $30,600 - $53,310. Median annual earnings for salaried multi-media artists and animators were $51,350. (OOH, 2008-09). The average starting salary for those with Design/Graphic Arts degrees is $36,317 (NACE, 2008).

Graduate/Professional School Opportunities
Computer Graphics Technology graduates may choose to pursue advanced degrees in one of the following areas: Graphic Design, Media Arts and Science, Business-Advertising/Marketing, Social Sciences, Computer Science, and Engineering Field.

Where Can I Get More Information?
Purdue School of Engineering and Technology
Office: ET 309  Phone: (317) 278-7322  ene.iupui.edu
ACM SIGGRAPH  www.siggraph.org
CG Society  www.cgsociety.org

CG Society

Interest Code
Realistic  Artistic  Enterprising