

# Digital Animation

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## Associate in Applied Science Degree

This program provides the skills and knowledge required for 3D artists to communicate effectively in a visual and verbal format; to prepare students to use creative methodology to solve visual problems; to provide advance knowledge of arts through diverse global, cultural, and historical perspectives; to utilize industry software and technologies to create 3D artwork; and to prepare students for a career as a 3D animator. Graduates will be prepared to enter the fields of video game art, character design, modeling, and asset creation.

### Total Credit Hours: 64

#### First Semester

CF100 College Foundations Seminar	1.0
EN101 English 1: Composition	3.0
MD161 Visual Communication	3.0
FA101 General Drawing	3.0
CG133 Introduction to Animation	3.0
GD145 Digital Applications 1	3.0
Physical Education Elective	0.5

#### Second Semester

MA110 Elementary Statistics	3.0
FA103 Figure Drawing 1	3.0
CG134 Dig Appl for the Animator	3.0
CG144 Digital Animation 1	3.0
CG147 Sculpt Proc for the Animator	3.0
Physical Education Elective	0.5

#### Third Semester

CG145 Digital Animation 2	3.0
CG146 Storyboarding	3.0
CG231 Advanced Animation Techniques	3.0
EN102 English 2:Idea&Values Lit	3.0
HU188 Film Appreciation	3.0
Physical Education Elective	0.5

#### Fourth Semester

NS1xx GE Natural Science	4.0
CG233 Animation Production Workshop	3.0
CG235 Applied 3D Technologies	3.0
SO101 Intro Sociology	3.0
CG234 Professional Practices for the Animator	3.0
Physical Education Elective	0.5