

Digital Animation

Associate in Applied Science Degree

Digital animators create graphics for entertainment, advertising, special effects, education, science, information technologies, and the internet. Animators entertain, inform and communicate.

For television, film, video, presentation graphics, and the internet, animators are creating new ways to understand and enjoy the world. The contemporary opportunities to animate are boundless.

Traditional animation techniques, including cell animation, claymation, paper graphics, scratch-on, and puppet animations, are being used in the profession. New digital animation effects, software, and hardware are developed every year. Animators must learn about and master these new technologies. Before graduation, students in Digital Animation must develop proficiency in both traditional and digital animation techniques. Team-building and professional portfolio development prepare students for the digital workplace. One High School Mathematics Course or its equivalent is required.

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