

Motion Media

Associate in Applied Science Degree

This program provides the skills and knowledge required for 2D motion 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 2D motion artwork and to prepare students for a career as a motion artist. 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
FA103 Figure Drawing 1	3.0
GD145 Digital Applications 1	3.0
Physical Education Elective	0.5

Second Semester

IL106 Sequential Art 1: Fig Illustr	3.0
CG214 Motion Graphics	3.0
FA210 Digital Painting	3.0
MA110 Elementary Statistics	3.0
MM101 Motion Media 1: Fundamentals	3.0
Physical Education Elective	0.5

Third Semester

EN102 English 2:Idea&Values Lit	3.0
MM201 Motion Media 2: 4D Design	3.0
MM202 Motion Media 3: Animation Des	3.0
GD198 Graphic Design 1: Fundamentals	3.0
HU204 History of Art 1	3.0
Physical Education Elective	0.5

Fourth Semester

HU205 History of Art 2	3.0
Natural Science Elective (a)	4.0
CG146 Storyboarding	3.0
PY101 Intro General Psychology	3.0
MM203 Motion Media 4: Char Anim Semi	3.0
Physical Education Elective	0.5

(a) GL100, GL101, BI105 or BI110