



Animation & Game Art

Associate in Science | Code: 25074 | 60 credits

CIP (1610030400)

Effective Term: Fall 2024 (2247)

The Animation & Game Art is an intensive hands-on program in which students learn narrative structure along with technical skills required in the animation industry. Students learn character design and animation, 3D modeling, storyboarding and environment design. Graduates are prepared for entry level jobs as 3D artist and animators.

GENERAL EDUCATION REQUIREMENTS (15.00 Credits)

COMMUNICATIONS (3.00 credits)

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|----------|---------------------|-------------|--|
| ENC 1101 | English Composition | (3 credits) | Prerequisite: Student must meet the Developmental Education reading and writing requirements in State Rule 6A-10.0315 (by course, placement score, or eligible exemption). |
|----------|---------------------|-------------|--|

HUMANITIES (3.00 credits)

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|----------|----------------------------|-------------|------------------------|
| ARH 1000 | Art Appreciation | (3 credits) | |
| HUM 1020 | Introduction to Humanities | (3 credits) | |
| LIT 2000 | Introduction to Literature | (3 credits) | Prerequisite: ENC 1101 |
| MUL 1010 | Music Appreciation | (3 credits) | |
| PHI 2010 | Introduction to Philosophy | (3 credits) | |
| THE 2000 | Theatre Appreciation | (3 credits) | |

MATHEMATICS (3.00 credits)

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|----------|-----------------|-------------|-------------------------|
| MAC 1105 | College Algebra | (3 credits) | Prerequisite: MAT 1033♦ |
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♦Note: Students must seek advisement for proper mathematics course from discipline chairperson.

NATURAL SCIENCE (3.00 credits)

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|----------|---------------------------------------|-------------|
| AST 1002 | Descriptive Astronomy | (3 credits) |
| BSC 1005 | General Education Biology | (3 credits) |
| CHM 1020 | General Education Chemistry | (3 credits) |
| ESC 1000 | General Education Earth Science | (3 credits) |
| EVR 1001 | Introduction to Environmental Science | (3 credits) |
| GLY 1010 | Physical Geology | (3 credits) |
| OCE 1001 | Introduction to Oceanography | (3 credits) |
| PHY 1020 | General Education Physics | (3 credits) |

SOCIAL SCIENCE (3.00 credits)

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|----------|------------------------------|-------------|
| AMH 2010 | History of the US to 1877 | (3 credits) |
| AMH 2020 | History of the US since 1877 | (3 credits) |
| POS 2041 | American Federal Government | (3 credits) |

COMPUTER COMPETENCY

Test type(s) needed:

Computer Competency Test (CCT)

---OR---

CGS 1060C Introduction to Computer Technology & Application

MAJOR CORE REQUIREMENTS (45.00 Credits)

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|-----------------|--------------------------------|-------------|---|
| DIG 1111 | Digital Character Design | (3 credits) | |
| DIG 1132 | Digital art and Design | (3 credits) | |
| DIG 1302 | 3D Modeling | (4 credits) | |
| DIG 1430 | Storyboarding | (3 credits) | |
| DIG 1437 | Narrative Storytelling | (3 credits) | Prerequisite: DIG 1430 |
| DIG 2113 | Post Production & Editing | (4 credits) | Prerequisite: DIG 1430 |
| DIG 2304 | Character Animation | (3 credits) | Prerequisite: DIG 2790 |
| DIG 2318 | Animation Studio 1 | (3 credits) | Prerequisites: DIG 1302, DIG 1430 and DIG 1437 |
| ---OR--- | | | |
| CAP 2048 | Game Development Project I | (3 credits) | Prerequisites: CAP 2047 or DIG 1302, COP 1334 or DIG 1111, COP 2335 or DIG 1437, DIG 1430, DIG 1710 or DIG 1132; Pre/Corequisite: DIG 1712 or DIG 2113 Prerequisite: CAP 2048 or DIG 2318 |
| DIG 2319 | Animation Studio 2 | (3 credits) | Prerequisite: CAP 2048 or DIG 2318 |
| ---OR--- | | | |
| CAP 2920C | Game Development Project II | (3 credits) | Prerequisite: CAP 2048, DIG 1712 or DIG 2113 |
| DIG 2370 | Character Modeling & Rigging | (4 credits) | Prerequisite: DIG 1302 |
| DIG 2391C | Animation Studio 3 | (4 credits) | Prerequisite: CAP 2920C or DIG 2319 |
| DIG 2396C | Motion Capture | (4 credits) | Prerequisite: DIG 1302 |
| DIG 2790 | Texturing & Environment Design | (4 credits) | Prerequisite: DIG 1302 |