Computer Graphics Animation A.A.A.

Curriculum Code: 0284

~~Effective: Fall 2019 – Summer 2024~~

Discontinued Fall 2023; Last Award Summer 2026

Description

A computer animator is an artist who designs for video and film and uses a computer as a primary tool. Animators must have creative abilities and design, drawing, problem-solving, production, communication, and presentation skills. Computer animators are employed in advertising, video production, the motion picture industry (special effects to full cartoon features), and in the growing multimedia industry, creating games, training materials, and presentations. This is an integrated program that may prepare students for transfer to four-year programs in animation, multimedia, and game design career paths. Not all courses in this program transfer to all colleges. Students planning to transfer should see an academic advisor before enrolling in any course.

Contact Information

Contact the Communication, Media and the Arts Department, Gannon Building, Room 1222, telephone number 517-483-1546 or the Academic Advising Department, Gannon Building - StarZone, telephone number 517-483-1904.

General Education Core Courses, Recommended Choices

(For the full list of options, see General Education Core)

- Communication – *Select one*
  ARTS 102, Design & Communication, 3 credits / 4 billing hours

- Global Perspective and Diversity – *Select one*
  HUMS 211, Art History to the Renaissance, 4 credits / 4 billing hours

- Math – *Select one*
  MATH 118, The Art of Geometry, 3 credits / 4 billing hours

- Science – *Select one*
  PHYS 120, The Art of Physics, 4 credits / 5 billing hours

- Writing – *Select one*
  ENGL 121, Composition I, 4 credits / 4 billing hours
  ENGL 131, Honors Composition I, 4 credits / 4 billing hours

Program of Study Required Courses

Course Code	Course Title	Credit / Billing Hours
ARTS 103	Spatial Dynamics I	3 / 4
ARTS 131	Drawing I	3 / 4
ARTS 132	Figure Drawing	3 / 4
ARTS 151	Color and Design	3 / 4
ARTS 153	Drawing II	3 / 4
ARTS 164	Vector Drawing	3 / 4
ARTS 171	Comp Graphics/Digital Imaging	3 / 4
ARTS 173	Computer Graphics/Web Design	3 / 4
ARTS 226	Storyboards & Animatics	3 / 4
ARTS 232	Comp Graphics/2-D Animation	3 / 4
ARTS 234	Comp Graphics/3-D Animation I	3 / 4
ARTS 235	Comp Graphics/3-D Animation II	3 / 4
DMAC 130	Digital Video Production	4 / 4
HUMS 212	Art Hist from the Renaissance	4 / 4

Total Credit Hours

62 credits / 77 billing hours

Recommended Course Sequence

Semester I	Semester II
Communication Core	ARTS 103
Math Core	ARTS 132
Writing Core	ARTS 151
ARTS 131	ARTS 173
ARTS 171	

Semester III	Semester IV
Science Core	Global Perspectives and Diversity Core
DMAC 130	ARTS 164
	ARTS 232
	ARTS 234

Semester V
ARTS 153
ARTS 226
ARTS 235
HUMS 212