Computer Graphics Animation A.A.A.

Career Community: Arts, Design, and Media
Curriculum Code: 0284
Effective: Fall 2022-Summer 2027
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.

## Milestone

In addition to the required General Education courses in Math and English, completion of ARTS 102 and ARTS 131 with a 2.0 or higher is a key component for success in completing this program. Knowledge obtained in these courses may be the foundation for learning in other required courses. Students are encouraged to contact their faculty if they need additional assistance with learning the concepts presented in these courses.

## 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 - Applied Degrees, Recommended Courses

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

- English Composition or Applied English - Select one

ENGL 121, Composition I, 4 credits / 4 billing hours
ENGL 131, Honors Composition I, 4 credits / 4 billing hours

- English Composition (second course)/Communications or Applied Communications - Select one
COMM 110, Communication in the Workplace, 3 credits / 3 billing hours
COMM 120, Dynamics of Communication, 3 credits / 3 billing hours
COMM 130, Fundamentals Public Speaking, 3 credits / 3 billing hours
- Humanities and Fine Arts or Social Sciences or Applied Social Sciences Program of Study Required Courses will meet this requirement
- Mathematics or Applied Mathematics - Select one MATH 118, The Art of Geometry, 3 credits / 4 billing hours
- Natural Sciences Lab or Applied Science and Technology Lab - Select one PHYS 120, The Art of Physics, 4 credits / 5 billing hours


## Program of Study Required Courses

| Course Code | Course Title | Credit / Billing Hours |
| :--- | :--- | :--- |
| ARTS 102 | Design \& Communication | $3 / 4$ |
| 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 | Adobe Photoshop | $3 / 4$ |
| ARTS 173 | Web Design I | $3 / 4$ |
| 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 | $4 / 4$ |

Program of Study Required Course, Limited Choice - choose one

| Course Code | Course Title | Credit / Billing Hours |
| :--- | :--- | :--- |
| HUMS 211 | Art History to the Renaissance | $4 / 4$ |
| HUMS 212 | Art Hist from the Renaissance | $4 / 4$ |

## Minimum Total Credit Hours

61 credits / 76 billing hours

## Recommended Course Sequence

| Semester I |
| :--- |
| Gen Ed - English Composition or Applied English |
| Gen Ed - English Composition (second course)/ Communications or Applied Communications |
| Gen Ed - Mathematics or Applied Mathematics |
| ARTS 102 - Milestone course |
| ARTS 131 - Milestone course |
| ARTS 171 |


| Semester II |
| :--- |
| ARTS 103 |
| ARTS 132 |
| ARTS 151 |
| ARTS 173 |

## Semester III

Gen Ed - Natural Sciences Lab or Applied Science and Technology Lab DMAC 130

| Semester IV |
| :--- |
| ARTS 164 |
| ARTS 232 |
| ARTS 234 |


| Semester $V$ |
| :--- |
| ARTS 153 |
| ARTS 226 |
| ARTS 235 |
| HUMS 211 or 212 |

LCC makes every effort to limit revisions to the pathways during their effective timeframe. However, the College reserves the right to update certificate and degree title changes, and make course changes as needed, without prior notice.

