

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

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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 Courses

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.