



## **Computer Graphics Animation A.A.A.**

Curriculum Code: 0284

Effective: Fall 2021 – 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 – 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

## Total Credit Hours

61 credits / 76 billing hours

## Recommended Course Sequence

Semester I	Semester II
English Composition or Applied English English Composition (second course)/ Communications or Applied Communications Mathematics or Applied Mathematics ARTS 102 ARTS 131 ARTS 171	ARTS 103 ARTS 132 ARTS 151 ARTS 173

Semester III	Semester IV
Natural Sciences Lab or Applied Science and Technology Lab DMAC 130	ARTS 164 ARTS 232 ARTS 234

Semester V
ARTS 153
ARTS 226
ARTS 235
HUMS 211 or 212