

# Digital Animation and 3D Design Program A.A.S. Degree

Students graduating with the Digital Animation and 3D Design AAS degree will have developed skills in modeling, editing, rendering and storyboarding. They will have gained command of the basic technical skills required in today's highly competitive animation industry. Students will complete courses that provide them with technical skills and aesthetic proficiency. This program is designed to prepare students for entry level positions in digital animation.

Graduates of this program will be able to:

- Create geometry for characters, props and backgrounds
- Create materials for characters and scenes
- Animate characters
- Create lighting for animations
- Render moving pictures
- Sequence rendered frames with compositing, editing and output to tape.

## Requirements

General Education - 20 credits of general education as described on page 51 of the Catalog.

Career Studies - 42 credits as follows:

ARTS 111 Drawing I 3

COMP 126 Computer Logic and Design 3

DIGM 115 Storyboarding & Editing: 3

After Effects

DIGM 116 Digital Production: Photoshop 3

DIGM 125 Digital Editing: Combustion 3

DIGM 126 Digital Modeling: ZBrush 3

DIGM 121 Maya I: 3D Modeling 3

DIGM 122 Maya II: Fundamentals 3

DIGM 221 Maya III: Rendering 3

DIGM 222 Maya IV: Advanced Modeling 3  
and Character Rigging

DIGM 225 Digital Design and Production 6

DGMD 101 Introduction to Digital Media 3

TELV 122 Digital Video Production 3

Elective 3

## Suggested Sequence - Digital Animation and 3D Design A.A.S. Program

The following sequence is an example of how this degree can be completed in two years. This sequence is based on satisfaction of all Basic Skills requirements and prerequisites and presumes a Fall Term start date. An individual's program may vary depending on transfer institution, career objectives, or individual needs. See

your counselor for other options and to monitor your progress.

Course Code Credits Course Code Credits

SEMESTER 1 SEMESTER 2

DGMD 101 3 DIGM 122 3

DIGM 115 3 DIGM 125 3

DIGM 116 3 COMP 126 3

DIGM 121 3 ENGL 121 3

ARTS 111 3 General Education(1) 3  
15

SEMESTER 3 SEMESTER 4

DIGM 221 3 DIGM 222 3

DIGM 126 3 DIGM 225 6

TELV 122 3 Social Sciences 3

Humanities 3 Elective 3

Mathematics or Science or 3-4 General Education 2-3

Technological or Info Literacy 17-18

Communications 3

18-19

Total Credits for Degree 65-66

(1) One course is recommended from the Cultural & Global Awareness knowledge area.

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**Digital Animation and 3D Design**

**Program A.A.S.**

**Degree**

**Game Programming Option**

This option is designed for students who are interested in the programming segment of game development. The emphasis is on developing the skills required to design, code and test programs which will ultimately become the backbone of an electronic game. This includes fundamental programming concepts as well as those demanded to develop interactive games.

Graduates of this program will be able to:

- Conceptualize an original game
- Create game documents
- Develop and test C++ code
- Use an Application Programming Interface to create 3D Programs

□ Modify a game using an existing game engine

### **Requirements**

General Education - 20 credits of general education as described on page 51 of the Catalog.

Career Studies - 36 credits as follows:

COMP 126 Computer Logic and Design 3

COMP 132 Structured Programming 3

Using C++

COMP 175 Game Design and Development 3

COMP 226 Systems Analysis and Design 3

COMP 275 Game Programming 3

COMP 276 Game Level Design 3

DIGM 121 Maya I: 3D Modeling 3

DIGM 122 Maya II: Fundamentals 3

DIGM 115 Storyboarding & Editing: 3

After Effects

DIGM 116 Digital Production: Photoshop 3

DIGM 225 Digital Design and Production 6

Technical Electives - 3 credits from among the following:

COMP 145 Introduction to UNIX 3

COMP 166 Web Design Using HTML 3

COMP 233 Object Oriented Programming 3

Using C++

Elective 1

### **Suggested Sequence - Digital Animation and 3D Design A.A.S.**

#### **Game Programming Option**

The following sequence is an example of how this degree can be completed in two years. This sequence is based on satisfaction of all Basic Skills requirements and prerequisites and presumes a Fall Term start date. An individual's program may vary depending on transfer institution, career objectives, or individual needs. See your counselor for other options and to monitor your progress.

Course Code Credits Course Code Credits

SEMESTER 1 SEMESTER 2

COMP 126 3 COMP 132 3

COMP 175 3 DIGM 122 3

DIGM 115 3 Communications 3

DIGM 121 3 Social Sciences 3

ENGL 121 3 General Education(1) 3

15

SEMESTER 3 SEMESTER 4

COMP 275 3 COMP 226 3

DIGM 116 3 DIGM 225 6

COMP 276 3 General Education 3

Humanities 3 Technical Electives 3

Mathematics or Science or 3-4 15

Technological or Info Literacy

15-16

Total Credits for Degree 60-61

(1) One course is recommended from the Cultural & Global Awareness knowledge area.

**84 Programs of Study**