

Computer-Generated Animation and Digital Arts A.A.S. (CGA)

This program is designed for students interested in the animation and digital arts industries. Potential career paths in this field include, but are not limited to, animator, 3D modeler, visual effects artist, photographic and video compositor, and motion graphics artist. Students are given a foundation in traditional art, as well as focused education in the digital arts, utilizing industry-standard software, hardware and production techniques to gain practical experience producing digital artwork, whether static or in motion.

While some students may pursue the program of study in order to transfer to other institutions, the degree is designed to allow for portfolio development, leading to entry-level employment in the digital arts field. If students do wish to seek transfer to a four-year college or university, they should contact the potential transfer institution and an advisor to determine the best electives to be taken.

Upon successful completion of this program, graduates will be able to:

- demonstrate effective oral, written, and visual communication skills.
- demonstrate computer literacy.
- utilize knowledge in the principles of design and color theory.
- convey ideas and develop concepts through the use of drawing and digital visualization.
- implement the principles of animation in both two-dimensional- and three-dimensional animated projects.
- create effective and efficient 3D models, textures, and scenes.
- integrate animated and video footage with graphics, computer-generated visuals, and sound tracks.
- create work to be included in a demo reel or portfolio, in order to seek entry-level employment or continue education.

First Semester		Credits
ART 107	Digital Design	3
CIS 112	Computational Thinking and Programming Logic	3
ART 108	Two-Dimensional Design	3
ART 111	Color Theory	3
ENG 105	Research and Composition	3
		15
Second Semester		
ART 132	Principles of 3D Modeling and Texturing	3
Elective	Physics	4
ART 110	Drawing I	3
SOC 155	Mass Culture	3
ENG 107	Writing in the Workplace	3
		16
Third Semester		
ART 109	Motion Graphics	3
ART 247	Introduction to Animation	3
ART 181	Advanced 3D Modeling and Texturing	3
Elective	Social Science/Humanities	3
Elective*	Mathematics	3
		15
Fourth Semester		
ART 251	Character Rigging and Animation	3
ART 252	Computer Generated Dynamic Simulations	3
DMP 116	Sound Design for Animation	3
Elective♦	Digital Arts Elective	3
Elective+	General Education	3
		15
Credit Total		61

*Except for MAT 105, no mathematics courses numbered below 150 will fulfill the mathematics requirement. Students need to check mathematics requirements at transfer institutions before enrolling in a mathematics course, in order to ensure that the most appropriate course is taken.

+Recommended General Education electives: ART 101, CMN 105, CMN 112.

♦Digital Arts Elective must be chosen from the following courses: ART 128, ART 135, ART 210, ART 248, ART/CIS 258, CMN 118, CMN 205.

Prior Learning Assessment: Previous job training, certificates and work experience that may qualify for college credit (*see academic advisor*).

Gateway Courses: Based on placement testing in reading, writing and math, these prerequisite courses may have to be taken before placement in College English or Mathematics beginning the first semester and concurrently.

RSS 099	Basic Skills Reading	3
RSS 100	Critical Reading	3
ENG 099	Basic Skills Writing	3
ENG 100	Fundamentals of Writing	3
MAT 090	Mathematical Literacy	6
ESL 251	English for Academic Purpose	6
		(Required for ESL students only.)

Please note, taking gateway courses will increase your time for completion.