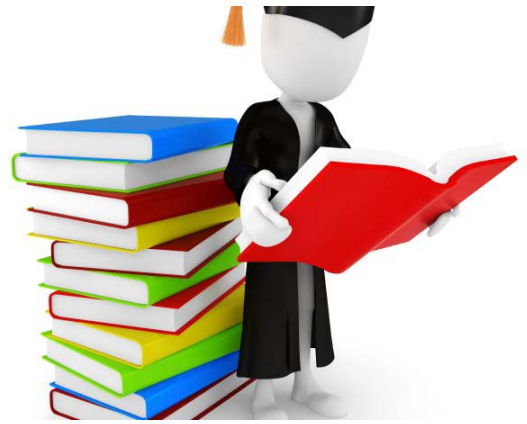




PROGRAMS OF **study**



DIGITAL MEDIA ANIMATION OPTION

ASSOCIATE IN APPLIED SCIENCE

Program Description

The Associate of Applied Science Degree Animation Option prepares individuals to apply technical knowledge and skills to the creation and manipulation of content for computer animation. Students use computer applications and related foundational techniques to develop conceptual content into usable electronic resources for animating, and creating animations with those resources. The program includes instruction in specialized computer software and applications to specific commercial, industrial, and entertainment needs of animation. Students gain knowledge and develop skills to work in the areas of interactive multimedia including; storyboarding, 2D animation, basic game design, 3D object and character design, texturing & lighting, animating, special effects, and rendering final output to a demo reel.

Program Learning Outcomes

Upon successful completion of the Associate of Applied Science Degree in Digital Media with an Option in Animation graduates will be able to:

- Demonstrate technical skills in traditional and digital media, applying principles of design to their work.
- Demonstrate broad knowledge of software applications related to digital media.
- Develop web pages, print layouts, and animations that display both technical knowledge and design principles.
- Communicate effectively with clients, advertisers, art directors, designers and producers.
- Work effectively as a part of a team, acting responsibly and respectfully to complete various design projects.
- Research design trends to choose appropriate motion, imagery, and colors for an array of design projects.
- Analyze multicultural influences on design trends.
- Apply appropriate design ratio and scale between imagery, motion and message.
- Produce a demo reel that is technically correct and demonstrates animation design principles.



Career Opportunities

The Digital Media Animation Option is designed to prepare students for careers that include: Production Designer, Concept Artist, Character Designer, Effects Designer, Storyboard Artist, Pre-Vis Artists, Modeler, Texture Artist, Texture Painter, Rigger, Animator, Character Animator, Junior Animator, Production Assistant, Renderer, and Editing Assistant.

DIGITAL MEDIA, A.A.S. ASSOCIATE IN APPLIED SCIENCE ANIMATION OPTION

*The sequencing of courses in this program begins in the fall semester.
Students entering in the spring or summer will likely take longer than two years to complete the program.*

Curriculum Requirements: 60 credits	Credits	Grade	Semester
First Year, Fall Semester (15 credits)			
ART 120 Introduction to Drawing	3		
ART 126 Foundations of Design	3		
ENG 101 College Composition	3		
MUL 110 Digital Imaging	3		
General Education Core IV - Math	3		
First Year, Spring Semester (15 credits)			
ART 122 Drawing for Animation	3		
ART 136 Digital Photography or COM 110 Intro to Digital Film	3		
MUL 130 Motion Graphics	3		
Program Elective	3		
General Education Core IV	3		
Second Year, Fall Semester (15 credits)			
MUL 225 3D Modeling & Character Animation	3		
MUL 230 Computer Animation	3		
WEB 131 Web Page Development I	3		
Program Elective	3		
General Education Core I	3		
Second Year, Spring Semester (15 credits)			
MUL 175 Texture & Lighting	3		
MUL 210 Advanced Digital Imaging	3		
MUL 265 Advanced Computer Animation	3		
General Education Core III	3		
Open Elective	3		

*Articulation agreements exist between York County Community College and various colleges and universities.
Please, contact Career and Transfer Services for information regarding these agreements.*

DISCLAIMER

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