

# ANIMATION, INTERACTIVE TECHNOLOGY, VIDEO GRAPHICS & VISUAL EFFECTS

Associate in Applied Science Degree

**LENGTH:** Five Semesters

**PURPOSE:** This program is designed to prepare students for entry-level positions in 3D Animation and Visual Effects. The program enables the discovery, stimulation, development and demonstration of students' true creative potential within the context of a real 3D production situation. Students will also experience stimulating creation and production situations similar to those found in the industry. At the end of the program, students will have created a professional portfolio of their work in digital creation, according to industry standards and using the full potential of the latest technologies.

**ADMISSION REQUIREMENTS:**

Prospective students must have a high school diploma from an accredited secondary system and have an ACT score of 18 or higher (or an equivalent SAT score) and have graduated with a cumulative GPA of 2.5 or higher

**OR** have a GED (high school diploma equivalent) and have an ACT score of 16 or higher (or an equivalent SAT score or ASSET or COMPASS placement score). Prospective students must possess appropriate and relevant experience as determined by the Animation and Visual Effects advisor and complete the Coastal Alabama Application process.

<b>AREA I .....</b>	<b>WRITTEN COMPOSITION .....</b>	<b>3 SH</b>
ENG 101 .....	English Composition I .....	3
<b>AREA II .....</b>	<b>HUMANITIES AND FINE ARTS .....</b>	<b>12 SH</b>
ART 175 .....	Digital Photography I .....	3
ART 275 .....	Digital Photography II .....	3
ART 299C .....	Art Portfolio .....	3
ART 121 .....	Two Dimensional Composition .....	3
<b>AREA III .....</b>	<b>NATURAL SCIENCES AND MATHEMATICS .....</b>	<b>7 SH</b>
MTH 116 or MTH 100 .....	Mathematical Applications or Intermediate College Algebra .....	3
PHY 120 .....	Introduction to Physics .....	4
<b>AREA IV .....</b>	<b>HISTORY, SOCIAL, AND BEHAVIORAL SCIENCES .....</b>	<b>3 SH</b>
Elective .....	ANT, ECO, GEO, HIS, POL, PSY, or SOC .....	3
<b>AREA V .....</b>	<b>PRE-PROFESSIONAL, MAJOR, AND ELECTIVE COURSES .....</b>	<b>51 SH</b>
CAP 101 .....	CGI Software Basics .....	3
CAP 102 .....	Compositing Basics .....	3
CAP 103 .....	Computer Graphics History .....	3
CAP 121 .....	CGI Animation .....	3
CAP 122 .....	Storytelling and Revisualization Process/Project .....	5
CAP 123 .....	CGI Shading, Lighting and Rendering .....	3
CAP 201 .....	Simulation and Particles Effects .....	3
CAP 202 .....	Live Action and Integration Project .....	5
CAP 203 .....	Advanced Compositing .....	3
CAP 204 .....	Advanced Modeling .....	2
CAP 221 .....	Final Project .....	6
CAP 222 .....	Specialization Field .....	3
CAP 223 .....	Visual Effects Process .....	3
CAP 224 .....	Digital Environment .....	3
Electives .....	CAP/ART/DDT .....	3
<b>Total Hours .....</b>	<b>.....</b>	<b>76 SH</b>

This is a career program designed for students to go directly into the labor market upon completion. Although some of the courses in this program will transfer to four-year institutions, this program is not designed to be a transfer program of study; therefore, it is not subject to the terms and conditions of STARS.