## DIGITAL MEDIA TECHNOLOGY DIGITAL ANIMATION ASSOCIATE OF APPLIED SCIENCE

Students must complete all College degree requirements, which include: General Education requirements and elective credits to total at least $60-62$ credits. Developmental coursework will not count towards the degree requirements and/or elective credits, but may be needed in order to take the necessary English and Mathematics coursework.

| Code Title | Hours |
| :--- | :--- |
| General Education |  |
| Courses required from Area I, II, III, IV, V, and VI. ${ }^{1,2}$ | $19-20$ |
| Area I: Communications |  |
| ENGL 1110G Composition I (Technical Requirement) ${ }^{1}$ |  |
| Area II: Mathematics |  |
| Area III: Laboratory Science |  |
| Area IV: Social/Behavioral Sciences |  |
| PSYC 1110G $\quad$Introduction to Psychology (Technical <br> Requirement) $^{1}$ |  |

Area V: Humanities

| Area VI: Creative and Fine Arts |  |  |
| :---: | :---: | :---: |
| ARTH 1115G | Orientation in Art (Technical Requirement) ${ }^{1}$ |  |
| Technical Requirements |  |  |
| ARTS 1240 | Design I | 3 |
| COMM 1115 G or COMM 1130 | Introduction to Communication (Public Speaking | 3 |
| ENGL 2382 | Narrative: Principles of Story Across the Media | 3 |
| FDMA 1260 | Introduction to Digital Media | 3 |
| FDMA 1515 | Introduction to Digital Image Editing - Photoshop | 3 |
| FDMA 1535 | Introduction to Illustrator | 3 |
| FDMA 1710 | 2D Animation | 3 |
| FDMA 1720 | 3D Character Design | 3 |
| FDMA 2530 | Introduction to 3D Modeling | 3 |
| FDMA 2730 | Advanced Character Animation | 3 |
| FDMA 2735 | Advanced 3D Animation Workshop A | 3 |
| FDMA 2740 | Advanced 3D Animation Workshop B | 3 |
| OEGR 221 | Cooperative Experience I | 3 |
| or FDMA 2287 Digital Design Studio |  |  |
| Electives: Digital Animation Courses ${ }^{3}$ |  | 2-3 |
| Total Hours |  | -62 |

1
Course is a Technical Requirement and must be completed regardless of transfer credits awarded.
2
See the General Education section of the catalog for a full list of courses. 3

Choose from ARTH, ARTS, or FDMA courses.

## A Suggested Plan of Study

Additional classes may be needed based on placement test results and/ or course prerequisites. Visit with an advisor for help with creating a customized plan.

| Course | Title | Hours |
| :---: | :---: | :---: |
| First Year |  |  |
| Fall |  |  |
| FDMA 1260 | Introduction to Digital Media | 3 |
| ENGL 1110G | Composition I (Area I: Communications) | 4 |
| MATH 1220G or MATH 1130 G | $\begin{aligned} & \text { College Algebra (Area II: Mathematics) }{ }^{1} \\ & \text { or Survey of Mathematics } \end{aligned}$ | 3 |
| Area V: Humanities - Choose one from the following: |  | 3 |
| ENGL 2520G | Film as Literature |  |
| HIST 1150G | Western Civilization I |  |
| HIST 1130G | World History I |  |
| Program Concentration Course ${ }^{2}$ |  | 3 |
|  | Hours | 16 |
| Spring |  |  |
| ARTS 1240 | Design I | 3 |
| Area III: Laboratory Science - Choose one from the following: |  | 4 |
| ASTR 1115G | Introduction to Astronomy (Lec+Laboratory) |  |
| CHEM 1120G | Introduction to Chemistry Lecture and Laboratory (non majors) |  |
| PHYS $1230 G$ \& PHYS 1230L | Algebra-Based Physics I and Algebra-based Physics I Laboratory |  |
| PSYC 1110G | Introduction to Psychology (Area IV: Social/ Behavioral Sciences) | 3 |
| ARTH 1115 G | Orientation in Art (Area VI: Creative and Fine Arts) | 3 |
| Program Concentration Course ${ }^{2}$ |  | 3 |
|  | Hours | 16 |
| Second Year |  |  |
| Fall |  |  |
| COMM 1115G <br> or COMM 1130G | Introduction to Communication (Area VII: Flexible 3 (General Education Elective)) or Public Speaking | 3 |
| Program Concentration Courses ${ }^{2}$ |  | 9 |
| Elective Course ${ }^{3}$ |  | 3 |
|  | Hours | 15 |
| Spring |  |  |
| ENGL 2382 | Narrative: Principles of Story Across the Media | 3 |
| OEGR 221 <br> or FDMA 2287 | Cooperative Experience I or Digital Design Studio | 1-3 |
| Program Concentration Course ${ }^{2}$ |  | 9 |
|  | Hours | 13-15 |
|  | Total Hours | 60-62 |
| 1 |  |  |
| MATH 1220G College Algebra or MATH 1130G Survey of Mathematicsis required for the degree but students may need to take any prerequisites needed to enter MATH 1220G College Algebra or MATH 1130G Survey of Mathematics first. |  |  |

Program Concentration Coursework:

- FDMA 1535 Introduction to Illustrator
- FDMA 1515 Introduction to Digital Image Editing - Photoshop
- FDMA 1710 2D Animation
- FDMA 2530 Introduction to 3D Modeling
- FDMA 1720 3D Character Design
- FDMA 2730 Advanced Character Animation
- FDMA 2735 Advanced 3D Animation Workshop A
- FDMA 2740 Advanced 3D Animation Workshop B

3
For electives, select from ARTS, FDMA, or OEGR courses.
Elective credit may vary based on prerequisites, dual credit, AP credit, and/or certificate coursework. The amount indicated in the requirements list is the amount needed to bring the total to 60 credits and may appear in variable form based on the degree. However students may end up needing to complete more or less on a case-by-case basis and students should discuss elective requirements with their advisor.

