

Digital Animation
Associates of Applied Sciences: 358
Total Credits: 60
Catalog Edition: 2018-2019

Program Description

This curriculum is designed to provide students with the skills necessary for junior or entry-level employment in the animation industry, or for transfer to another institution. Animation is widely used in broadcast media, gaming and simulation, motion graphics, web design, forensics, and medical technologies. As the animation industry grows so does the need for qualified professionals. Students in this program will explore animation concepts and gain hands-on experience using industry standard hardware and software and motion capture systems.

Program Outcomes

Upon completion of this program a student will be able to:

- Apply and incorporate the elements and principles of design within a digital graphic images and animation
- Demonstrate visual problem solving that employs appropriate technical skills and techniques.
- Demonstrate a basic knowledge of the history of digital art and animation.
- Use industry standard hardware and software to produce and manipulate digital images and animation.
- Develop a script and prepare a storyboard for 2-dimensional and 3-dimensional animation.
- Analyze and critique graphic images and animation.

Program Advisor

Rockville

John "Erik" Swanson

240-567-7529

john.swanson@montgomerycollege.edu

For more information please visit:

<http://cms.montgomerycollege.edu/mediaartstech/>

2018-2019 **Program Advising Guide**

An Academic Reference Tool for Students

358

**DIGITAL ANIMATION
ASSOCIATES OF APPLIED SCIENCES: 358**

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Suggested Course Sequence

A suggested course sequence for full-time students follows. All students should review this advising sheet and consult an advisor. Visit <http://cms.montgomerycollege.edu/mediaartstech/> for more information.

First Semester

- ARTT 100 - Introduction to Drawing
3 semester hours (ARTD)
- ARTT 116 - Digital Tools for the Visual Arts
4 semester hours
- OR
- GDES 116 - Digital Tools for the Visual Arts
4 semester hours
- ENGL 101 - Introduction to College Writing 3
semester hours *
3 semester hours
- GDES 134 - Illustration I
3 semester hours

Second Semester

- ARTT 201 - Art History: 1400 to Present
3 semester hours (GEEL)
- ARTT 205 - Figure Drawing I
3 semester hours
- GDES 140 - Introduction to Animation
4 semester hours
- English foundation
3 semester hours (ENGF)
- Mathematics foundation
3 semester hours (MATF)

Third Semester

- GDES 216 - Illustrator for Vector Graphics
4 semester hours
- GDES 240 - Animation 2: 3-D Modeling
4 semester hours
- Behavioral and social sciences distribution
3 semester hours (BSSD)
- Program elective
3 semester hours ‡

Fourth Semester

- ARTT 102 - Introduction to 2D Design
3 semester hours (GEEL)
- GDES 242 - Animation 3: Motion Capture and
Character Development
4 semester hours
- TVRA 140 - Video Editing
3 semester hours
- Natural sciences distribution with lab
4 semester hours (NSLD)

Total Credit Hours: 60

Advising Notes

* ENGL 101/ENGL 101A, if needed for ENGL 102/ENGL 103 or program elective.

‡ Program electives: Although this degree is designed to be completed in 60 credits, there are some scenarios that could result in more than 60 credits being earned. For example, if a student wishes to take two four-credit electives, they would have a total of 62 credits; if they choose one four credit and one 3 credit elective they would have 61. If the student selects two 3-credit classes-or-one 4-credit and one 2-credit then they would earn a total of exactly 60 credits. Please see an advisor in the Graphic Design program. Choose from the following with a minimum total of 6 credits for the two selections:

2-credit elective options: CMSC 100 , GDES 269 , GDES 285 .

3-credit elective options: ARTT 103 , ARTT 105 , ARTT 206 , GDES 121 , GDES 135 , PHOT 161 .

4-credit elective options: GDES 214 , TECH 190 , TECH 290 , TECH 225 .

Students whose focus is on Gaming should select from the CMSC / TECH courses listed above.

DIGITAL ANIMATION AAS: 358

Total Credits: 60
Catalog Editions 17-18 through 18-19

Name:

Date:

ID #:

GENERAL EDUCATION: FOUNDATION COURSES			
	Course	Hours	Grade
English Foundation (EN 102/ENGL 102 or EN 109/ENGL 103)		3	
Math Foundation (MATH 110, 115, 117, 120, 130, 150, 165, 170, or 181) CONSULT COUNSELING FACULTY/FACULTY ADVISOR ABOUT CHOICE			
GENERAL EDUCATION: DISTRIBUTION COURSES			
	Course	Hours	Grade
Arts or Humanities Distribution (ARTD or HUMD)	AR 101/ ARTT 100	3	
Behavioral & Social Sciences Distribution (BSSD)		3	
Natural Sciences Distribution with Lab (NSLD)		4	
General Education Elective (GEEL)	AR 103/ ARTT 102	3	
General Education Elective (GEEL)	AR 108/ ARTT 201	3	
PROGRAM REQUIREMENTS			
	Course	Hours	Grade
ENGL 101 or ENGL 101A (if needed for ENGL 102/103 or Program Elective)*			
AR 116/ ARTT 116 or GD 116/ GDES 116		4	
	AR 115/ ARTT 205	3	
	GD 134/ GDES 134	3	
	GD 140/ GDES 140	4	
	GD 216/ GDES 216	4	
	GD 240/ GDES 240	4	
	GD 242/ GDES 242	4	
	TR 110/ TVRA 140	3	
PROGRAM ELECTIVE‡			
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* ENGL 101/ENGL 101A, if needed for ENGL 102/ENGL 103 or Program Elective.

Overall GPA of 2.0 is required to graduate

‡ **Program electives:** Although this degree is designed to be completed in 60 credits, there are some scenarios that could result in more than 60 credits being earned. For example, if a student wishes to take two four-credit electives, they would have a total of 62 credits; if they choose one four credit and one 3 credit elective they would have 61. If the student selects two 3-credit classes-or-one 4-credit and one 2-credit then they would earn a total of exactly 60 credits. Please see an advisor in the Graphic Design program. Choose from the following with a minimum total of 6 credits for the two selections:

Total Credits:

[Interactive and Web Technologies Web Page](#)

Last Modified: July 2018

2-credit elective options: CS 200/**CMSC 100** , GD 269/**GDES 269** , GD 285/**GDES 285**

Advising Worksheet Contact:
[Anthony Solano](#)

3-credit elective options: AR 104/**ARTT 103** , AR 105/**ARTT 105**, AR 215/**ARTT 206**, GD 121/**GDES 121**, GD 135/**GDES 135**, PG 161/**PHOT 161**

4-credit elective options: GD 214/**GDES 214**, CMAP 190/**TECH 190**, CMAP 290/**TECH 290**, CMAP 225/**TECH 225**

See an [advisor](#) to submit an [Application for Graduation](#) the semester BEFORE you intend to graduate.

Students whose focus is on Gaming should select from the CMSC / TECH courses listed above.

This UNOFFICIAL document is for planning purposes ONLY and completion does not guarantee graduation.

This degree is a career program and may not readily transfer to four year colleges/universities (except in special cases.) Visit [transfer planning](#) for more information.

Transfer Opportunities

Montgomery College has partnerships with multiple four-year institutions and the tools to help you transfer. To learn more please visit: <http://cms.montgomerycollege.edu/Transfer/> or <http://artsys.usmd.edu/>

Get Involved at MC!

Employers and Transfer Institutions are looking for experience outside the classroom.

MC Student Clubs and Organizations

<https://cms.montgomerycollege.edu/edu/plain.aspx?id=2439>

Related Careers

Some require a Bachelor's degree.
Visual Development Artist, 2D Animator, 3D Character Animator, 3D Modeler, Texture Artist, Character Rigger, Visual Effects Artist, Technical Artist, 3D Lighting, Compositing, Renderer, Storyboard Artist, Previsualization

Career Services

<http://www.montgomerycollege.edu/career>

Career Coach

A valuable online search tool that will give you the opportunity to explore hundreds of potential careers or job possibilities in Maryland and the Washington D.C. metropolitan area.

Get started today on your road to a new future and give it a try. Visit the website listed below:
<https://montgomerycollege.emsicareercoach.com>

Notes: