

DIGITAL ANIMATION* CERTIFICATE: 175A

Total Credits: 36
Catalog Edition 15-16

Name: Date: ID #:

| CERTIFICATE REQUIREMENTS | Course | Hours | Grade |
|--------------------------|--------------------------|-------|-------|
| | AR 101/ ARTT 100 | 3 | |
| | AR 115/ ARTT 205 | 3 | |
| | GD 120/ GDES 120 | 4 | |
| | 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 | |
| | CMA 125/ TECH 125 | 4 | |
| | TR 110/ TVRA 140 | 3 | |

Overall GPA of 2.0 is required to graduate

Total Credits:

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.

Last Modified: July 2015

Advising Worksheet Contact:
[Anthony Solano](#)

(* The Digital Animation Certificate is the revised former Computer Graphics: Art and Animation Certificate. This name change is pending MHEC approval.)

See an advisor to submit an Application for Graduation the semester BEFORE you intend to graduate.

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

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