

DIGITAL ANIMATION A.A.S.: 358

Total Credits: 60
Catalog Edition 15-16

Name: Date: ID #:

GENERAL EDUCATION: FOUNDATION COURSES	Course	Hours	Grade
English Foundation (EN 102/ENGL 102 or EN 109/ENGL 103)		3	
Math Foundation (MA 110/MATH 110 or higher)			
Speech Foundation (SP 108/COMM 108 or SP 112/COMM 112)		3	
Health Foundation HLHF (Choose HLTH 105 - HLTH 230)			

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	

PROGRAM REQUIREMENTS	Course	Hours	Grade
EN 101/ENGL 101 (if needed for ENGL102/103 or program elective if not)*			
	AR 103/ ARTT 102	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	
	CA 125/CMAP 125/ TECH 125	4	
	TR 110/ TVRA 140	3	
ELECTIVE‡			

Overall GPA of 2.0 is required to graduate

Total Credits:

* ENGL 101, if needed for ENGL 102/103 or program elective Students whose focus is on Gaming should select from the following program electives: CA 190/CMAP 190/**TECH 190**, CMAP 290/**TECH 290**, or CA 225/CMAP 225/**TECH 225**. All others may select from any of the following program electives: CA 190/CMAP 190/**TECH 190**, CA 225/CMAP 225/**TECH 225**, CMAP 290/**TECH 290**, GD 136/**GDES 136**, GD 212/**GDES 212**, GD 216/**GDES 216**, and GD 218/**GDES 218**.

Last Modified: August 2015
Advising Worksheet Contact:
[Anthony Solano](#)

‡ Students should select between GD 269/**GDES 269** or GD 285/**GDES 285**.

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 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.