APPLIED TECHNOLOGIES DIVISION

ANIMATION, INTERACTIVE TECHNOLOGY, VIDEO GRAPHICS & VISUAL EFFECTS
Associate in Applied Science Degree

Program Location: Fairhope Campus

Length: Five Semesters

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 possess appropriate and relevant experience as determined by the Animation and Visual Effects advisor and complete the Coastal Alabama Application process.

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.

AREA I: Written Composition	3 Total Hours
ENG 101 – English Composition I	3
AREA II: Humanities and Fine Arts	**12 Total Hours**
ART 121 – Two Dimensional Composition	3
ART 175 – Digital Photography I	3
ART 275 – Digital Photography II	3

Choose one of the following:
    SPH 106 – Fundamentals of Oral Communication
    SPH 107 – Fundamentals of Public Speaking
	3

AREA III: Natural Sciences and Mathematics	**7 Total Hours**

Choose **one** of the following:
    MTH 100 – Intermediate College Algebra
    MTH 116 – Mathematical Applications
	3

PHY 120 – Introduction to Physics or BIO 103 Principles of Biology I	4
AREA IV: History, Social, and Behavioral Sciences	**3 Total Hours**

Choose **one** of the following:
    ECO 231 – Principles of Macroeconomics   HIS 202 – United States History II
    ECO 232 – Principles of Microeconomics   POL 200 – Introduction to Political Science
    GEO 100 – World Regional Geography   POL 211 – American National Government
    HIS 101 – Western Civilization I   PSY 200 – General Psychology
    HIS 102 – Western Civilization II   PSY 210 – Human Growth and Development
    HIS 121 – World History I   SOC 200 – Introduction to Sociology
    HIS 122 – World History II   SOC 210 – Special Problems
	3

AREA V: Pre-Professional, Major, and Elective Courses	51 Total Hours
CAP 101 – CGI Software Basics	3
CAP 102 – Composting 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 Tendering	3
CAP 201 – Simulation and Particles Effects	3
CAP 202 – Live Action and Integration Project	5
CAP 203 – Advanced Composting	3
CAP 204 – Advanced Modeling	2
CAP 221 – Final Project	6
CAP 222 -Specialization Field (Animation or Modeling)	3
CAP 223 – Visual Effects Process	3
CAP 224 – Digital Environment	3
ART, CAP, or GRD Elective: Choose **one** from the following: ART 113 – Drawing I ART 114 – Drawing II ART 127 – Three Dimensional Composition ART 178 – Audio-Visual Techniques ART 220 – Introduction to Computer Graphics ART 253 –Graphic Design I ART 254 – Graphic Design II CAP 104 – Introduction to Game Design I CAP 105 – Introduction to Computer Programming for 3D CAP 111 – Introduction to CGI Animation CAP 205 – Dynamic Reality Production CAP 225 – Applying Andragogy in VR/AR/MR-Based Training Applications and Simulations CAP 226 – Effective Instructional Practices in Workplace Talent Development GRD 292 – Practicum/Coop	3
Total Hours	**76 SH**