



**APPLIED TECHNOLOGIES DIVISION**

**ANIMATION, INTERACTIVE TECHNOLOGY, VIDEO GRAPHICS & VISUAL EFFECTS  
Certificate**

**Program Location: Fairhope Campus**

Length: Four Semesters

This program is designed to prepare students for a career in communication arts and to give students experience with the equipment and methods used in the graphic arts industry.

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.

<b>AREA I: Written Composition</b>	<b>3 Total Hours</b>
ENG 101 – English Composition I	3
<b>AREA II: Humanities and Fine Arts</b>	<b>3 Total Hours</b>
ART 175 – Digital Photography I	3
<b>AREA III: Natural Sciences and Mathematics</b>	<b>4 Total Hours</b>
PHY 120 – Introduction to Physics	4
<b>AREA IV: History, Social, and Behavioral Sciences</b>	<b>0 Total Hours</b>
<b>AREA V: Pre-Professional, Major, and Elective Courses</b>	<b>50 Total Hours</b>
CAP 101 – CGI Software Basics	3
CAP 102 – Compositing 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 Texturing	3
CAP 201 – Simulation and Particles Effects	3
CAP 202 – Live Action and Integration Project	5
CAP 203 – Advanced Compositing	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
DDT 240 – Independent Studies	2
<b>Total Hours</b>	<b>60 SH</b>