APPLIED TECHNOLOGY DIVISION

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

Program Location: Fairhope Campus

Length: Four 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	**3 Total Hours**
ART 121 – Two Dimensional Composition	3
AREA III: Natural Sciences and Mathematics	**6-7 Total Hours**
Choose **one** of the following: 　　MTH 100 – Intermediate College Algebra 　　MTH 116 – Mathematical Applications	3
Math, Science, or Computer Science Elective: Choose one of the following 　　BIO 101 – Introduction to Biology I　　　　　　　MTH 112 – Precalculus Algebra 　　BIO 102 – Introduction to Biology II　　　　　　MTH 113 – Precalculus Trigonometry 　　BIO 103 – Principles of Biology I　　　　　　　　MTH 115 – Precalculus Algebra and Trigonometry 　　CHM 104 – Introduction to Inorganic Chemistry　MTH 116 – Mathematical Applications 　　CHM 111 – College Chemistry I　　　　　　　　　PHS 111 – Physical Science I 　　CHM 112 – College Chemistry II　　　　　　　　PHS 112 – Physical Science II 　　CIS 146 – Microcomputer Applications　　　　　PHY 120 – Introduction to Physics 　　MTH 100 – Intermediate College Algebra　　　　PHY 201 – General Physics I with Trigonometry 　　MTH 110 – Finite Mathematics　　　　　　　　　PHY 202 – General Physics II with Trigonometry	3-4

AREA IV: History, Social, and Behavioral Sciences		3 Total Hours
Choose **one** of the following: ECO 231 – Principles of Macroeconomics ECO 232 – Principles of Microeconomics GEO 100 – World Regional Geography HIS 101 – Western Civilization I HIS 102 – Western Civilization II HIS 121 – World History I HIS 122 – World History II HIS 201 – United States History I	HIS 202 – United States History II POL 200 – Introduction to Political Science POL 211 – American National Government PSY 200 – General Psychology PSY 210 – Human Growth and Development SOC 200 – Introduction to Sociology SOC 210 – Special Problems	3

AREA V: Pre-Professional, Major, and Elective Courses		48-49 Total Hours
ART 175 – Digital Photography		3
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 Previsualization Process/Project		5
CAP 123 – CGI Shading, Lighting and Rendering		3
CAP 201 – Simulation and Particles Effects		3
CAP 202 – Live Action and Integration Project		5
CAP 203 – Advanced Composting or CAP 204 – Advanced Modeling		2-3
CAP 221 – Final Project		6
CAP 223 – Visual Effects Process		3
CAP 224 – Digital Environment		3
ART, CAP, CIS, 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 ART 275 – Digital Photography II CAP 104 – Introduction to Game Design I	CAP 105 – Introduction to Computer Programming for 3D CIS 294 – Special Topics 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		**63-65**