



DYNAMIC REALITY TECHNOLOGIES

Associate in Applied Science Degree – AAS DRT

Program Location: Fairhope Campus

Length: Four Semesters

The Associate in Applied Science degree in Animation, Interactive Technology, Video Graphics & Visual Effects—Dynamic Reality Technologies is technical degree, which is designed to prepare students for entry-level positions in the VR/AR/MR Industry in the use of virtual reality and virtual reality training simulations. The program enables the discovery, stimulation, development, and demonstration of students’ true creative potential within the context of a real 3D simulation production. Students will also experience stimulating creation and production situations like those found in industry. At the end of the program, students will have created a professional portfolio of their work in digital creation, according to industry standards use of VR/AR/MR-based technologies and holograms for employer-developed training simulations.

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 BIO 102 – Introduction to Biology II BIO 103 – Principles of Biology I CHM 104 – Introduction to Inorganic Chemistry CHM 111 – College Chemistry I CHM 112 – College Chemistry II CIS 146 – Microcomputer Applications MTH 100 – Intermediate College Algebra MTH 110 – Finite Mathematics MTH 112 – Precalculus Algebra MTH 113 – Precalculus Trigonometry MTH 115 – Precalculus Algebra and Trigonometry MTH 116 – Mathematical Applications PHS 111 – Physical Science I PHS 112 – Physical Science II PHY 120 – Introduction to Physics PHY 201 – General Physics I with Trigonometry PHY 202 – General Physics II with Trigonometry	3-4

AREA IV: History, Social, and Behavioral Sciences		3 Total Hours
Choose one of the following:		3
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 Reg 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 – Social Problems	
HIS 201 – United States History I		
AREA V: Pre-Professional, Major, and Elective Courses		49 Total Hours
ART 175 – Digital Photography		3
ART 178 – Audio Visual Techniques		3
CAP 101 – CGI Software Basics		3
CAP 103 – Computer Graphics History		3
CAP 104 – Introduction to Game Design I		3
CAP 105 – Introduction to Computer Programming for 3D		3
CAP 123 – CGI Shading, Lighting and Rendering		3
CAP 124 – Game Design II		3
CAP 201 – Simulation and Particles Effects		3
CAP 202 – Live Action and Integration Project		5
CAP 204 – Advanced Modeling		2
CAP 205 – Dynamic Reality Production		3
CAP 221 – Final Project		6
CAP 224 – Digital Environment		3
CAP 225 – Applying Andragogy in VR/AR/MR-Based Training Applications and Simulations or		3
CAP 226 - Effective Instructional Practices in Workplace Talent Development		
Total Hours		64-65

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