COASTAL ALABAMA
COMMUNITY COLLEGE

3 D ANIMATION AND VIRTUAL PRODUCTION

Associate in Applied Science Degree – AAS AVP

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 Alabama Transfers state transfer and articulation reporting system.

AREA I: Written Composition	3 Total Hours
ENG 101 – English Composition I	3
AREA II: Humanities and Fine Arts	**3 Total Hours**
Humanities and Fine Arts Elective: Choose one of the following 　ART 100 – Art Appreciation　　　　　PHL 206 – Ethics and Society 　ART 203 – Art History I　　　　　　REL 100 – History of World Religions 　ART 204 – Art History II　　　　　　REL 151 – Survey of the Old Testament 　HUM 101 – Introduction to Humanities I　REL 152 – Survey of the New Testament 　HUM 102 – Introduction to Humanities II　THR 120 – Theater Appreciation 　MUS 101 – Music Appreciation　　　THR 126 – Introduction to Theater 　PHL 106 – Introduction to Philosophy	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　　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 　　HIS 201 – United States History I	3

AREA V: Pre-Professional, Major, and Elective Courses	48 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 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 204 – Advanced Modeling	2
CAP 205 – Dynamic Reality Production	3
CAP 221 – Final Project	6
CAP 224 – Digital Environment	3
Total Hours	**63-64**