

Animation, Interactive Technology, Video Graphics & Visual Effects, A.A.S.

Program Location: Fairhope Campus

Applied Technologies Division

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 have a high school diploma from an accredited secondary system and have an ACT score of 18 or higher (or an equivalent SAT score) and have graduated with a cumulative GPA of 2.5 or higher OR have a GED (high school diploma equivalent) and have an ACT score of 16 or higher (or an equivalent SAT score or ASSET or COMPASS placement score). 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.

Program: Computer Animation Production

Type: A.A.S.

Semester One

Item #	Title	Credits
ART 175	Digital Photography	3
CAP 101	CGI Software Basics	3
CAP 102	Compositing Basics	3
CAP 103	Computer Graphics History	3
ENG 101	English Composition I	3

Semester Two

Item #	Title	Credits
CAP 121	CGI Animation	3
CAP 122	Storytelling & Previsualization Process/Project	5
CAP 123	CGI Shading, Lighting and Rendering	3
PHY 120	Introduction to Physics	4

Semester Three

Item #	Title	Credits
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
	MTH 100 or MTH 116	3

Semester Four

Item #	Title	Credits
CAP 221	Final Project	6
CAP 222	Specialization Field	3
CAP 223	Visual Effects Process	3
CAP 224	Digital Environment	3

Semester Five

Item #	Title	Credits
ART 121	Two Dimensional Composition I	3
ART 275	Advanced Digital Photography	3
ART 299C	Art Portfolio	3
	CAP/ART/DDT Elective (3 SH)	3
	History, Social Science, or Behavioral Science Elective	3
	Total credits:	76