

LANSING COMMUNITY COLLEGE

CURRICULUM GUIDE

Computer Graphics Animation
Associate in Applied Arts Degree

Curriculum Code: 0284 (Effective Fall 2006 – Summer 2011)

A computer animator is an artist who designs for video and film and uses a computer as a primary tool. Animators must have creative abilities and design, drawing, problem-solving, production, communication, and presentation skills. Computer animators are employed in advertising, video production, the motion picture industry (special effects to full cartoon features), and in the growing multimedia industry, creating games, training materials, and presentations. **Not all courses in this program transfer to all colleges.** Students planning to transfer should see an academic advisor or counselor before enrolling in any course.

PREREQUISITES

Students should see *Course Descriptions* or *Course Offerings* for course prerequisite information. See the *Assessment and Placement Testing* section for skills assessment and advising information.

INFORMATION

Contact the Media, Art, and Information Technologies Department, Gannon Vocational-Technical Center, Room 131, telephone number (517) 483-1546 or Counseling and Advising Centers, Gannon Vocational-Technical Center, Room 204, telephone number (517) 483-1904.

REQUIREMENTS

TOTAL: 68 CREDITS
CREDIT HOURS

CODE	TITLE	CREDIT HOURS
ARTS102	Design & Communication	3
ARTS131	Drawing I	3
ARTS132	Figure Drawing	3
ARTS133	Surface Anatomy for Artists	3
ARTS151	Computer Graphics/Illustration	3
ARTS171	Computer Graphics/Digital Imaging	3
ARTS195	Employment & Business Issues for Artists	1
ARTS216	Humorous Illustration I	3
ARTS225	Comic Book Illustration	3
ARTS226	Storyboards	3
ARTS228	Advanced Digital Imaging	3
ARTS232	Computer Graphics/2-D Animation	3
ARTS234	Comp Graphics/3-D Animation I	4
ARTS235	Computer Graphics/3-D Animation II	4
ARTS236	Computer Graphics/Production	3
ARTS238	Comps and Animatics	3
ARTS269	The Portfolio	2
ARTS281	Art Internship	3
FILM118	Film Production I	4
HUMS212	History of Art II	4
MATH118	The Art of Geometry (See note 1)	3
PHYS120	The Art of Physics	4

LIMITED CHOICE REQUIREMENTS**TOTAL: 3-4 CREDITS**Complete the indicated number of credits from **EACH CHOICE** listed below.**CHOICE 1: General Education Core Areas****3-4 Credits**(See *General Education Core Requirements* for information on how to fulfill these requirements.)

Core area proficiency exams, where appropriate, are available for each core area.)

Communication Core Area (See Note 2)	0
Global Perspectives and Diversity Core Area (See Note 2)	0
Mathematics Core Area (See Note 2)	0
Science Core Area (See Note 2)	0
Writing Core Area	3-4

MINIMUM TOTAL**71****NOTES:**

1. MATH118 is the minimum Math requirement to meet the General Education Core Math requirement for this curriculum. Students wishing to transfer to a four-year college should see a Media, Art, and Information Technologies Department advisor for appropriate Math Core selections.
2. Students completing "REQUIREMENTS" have fulfilled the requirements for this Core area.

SUGGESTED COURSE SEQUENCE

Students should see course descriptions to find out when departments plan to offer courses. Students who for any reason are unable to follow the course sequence suggested below (for example, those who are part-time, have transferred in courses from another school, or have prerequisites to fulfill) should contact an academic advisor or counselor for help with adjustments.

I	II	III	IV
ARTS102	ARTS132	ARTS133	ARTS225
ARTS131	ARTS151	ARTS216	ARTS228
HUMS212	ARTS171	ARTS234	ARTS232
PHYS120	ARTS195	FILM118	ARTS235
	MATH118	Lim.Ch.	
V			
ARTS226			
ARTS236			
ARTS238			
ARTS269			
ARTS281			