

LANSING COMMUNITY COLLEGE

CURRICULUM GUIDE

Computer Graphics Animation
Associate in Applied Arts Degree

Curriculum Code: 0284 (Effective Fall 2009 – Summer 2014)

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. This is an integrated program that may prepare students for transfer to four-year programs in animation, multimedia, and game design career paths. **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 Building, Room 131, telephone number (517) 483-1546 (Website: www.lcc.edu/mait/) or Counseling and Advising Centers, Gannon Building, Room 204, telephone number (517) 483-1904.

REQUIREMENTS (See Note 1)

CODE	TITLE	TOTAL: 58 CREDITS CREDIT HOURS
ARTS 102	Design & Communication	3
ARTS 103	3-Dimensional Design	3
ARTS 106	Color Theory and Practices	3
ARTS 131	Drawing I	3
ARTS 132	Figure Drawing	3
ARTS 151	Computer Graphics/Illustration	3
ARTS 153	Image and Idea	3
ARTS 171	Comp Graphics/Digital Imaging	3
ARTS 173	Computer Graphics/Web Design	3
ARTS 216	Humorous Illustration I	3
ARTS 226	Storyboards & Animatics	3
ARTS 232	Comp Graphics/2-D Animation	3
ARTS 234	Comp Graphics/3-D Animation I	3
ARTS 235	Comp Graphics/3-D Animation II	3
DMAC 130	Digital Video Production	4
HUMS 211	Art History to the Renaissance	4
HUMS 212	Art Hist from the Renaissance	4
PHYS 120	The Art of Physics	4

LIMITED CHOICE REQUIREMENTS**TOTAL: 6–8 CREDITS**Complete the indicated number of credits from **EACH CHOICE** listed below.**CHOICE 1: General Education Core Areas****6–8 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 3)	3–4
Science Core Area (See Note 2)	0
Writing Core Area	3–4

MINIMUM TOTAL	64
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NOTES:

1. Students seeking transfer to a four-year program should talk to an AD&M Program Advisor during their first semester.
2. Students completing "REQUIREMENTS" have fulfilled the requirements for this Core area.
3. MATH 118 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.

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 (Summer)	IV
ARTS 102	ARTS 103	DMAC 130	ARTS 153
ARTS 131	ARTS 106	Lim.Ch.	ARTS 216
ARTS 171	ARTS 132		ARTS 234
PHYS 120	ARTS 151		HUMS 211
Lim.Ch.	ARTS 173		
V			
ARTS 226			
ARTS 232			
ARTS 235			
HUMS 212			