

LANSING COMMUNITY COLLEGE

Arts & Communications

Curriculum Code: 0284
(Effective Fall 2018 –
Summer 2023)

Computer Graphics Animation A.A.A. Pathway

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 before enrolling in any course.

For More Information

Contact the Communication, Media and the Arts Department, Gannon Building, Room 1222, telephone number (517) 483-1546 or the Academic Advising Department, Gannon Building - StarZone, telephone number (517) 483-1904.

Semester I	Course Title	Prerequisites	Credit/Billing Hours
Writing Core Area - <i>Select 1</i>			
ENGL 121	Composition I	Reading Level 5 and Writing Level 6 or (Reading Level 4 and Writing Level 4 and ENGL 099 concurrently)	4 / 4
ENGL 131	Honors Composition I	Reading Level 5 and Writing Level 7	4 / 4
Communication Core Area - <i>Select 1</i>			
ARTS 102	Design & Communication	Reading Level 5 and Writing Level 6 or (Reading Level 4 and Writing Level 4 and ENGL 099 concurrently)	3 / 4
Math Core Area - <i>Select 1</i>			
MATH 118	The Art of Geometry	(Minimum 2.0 in MATH 105 or MATH 106 or MATH 107 within 2 years or Math Level 5 within 2 years) and Reading Level 5 and Writing Level 4	3 / 4

Program of Study Requirements			
ARTS 131	Drawing I	Reading Level 5 and Writing Level 6	3 / 4
ARTS 171	Comp Graphics/Digital Imaging	Minimum 2.5 in (ARTS 102 or PHOT 118) or concurrently and Reading Level 5 and Writing Level 6	3 / 4
Credits			16 / 20
Semester II	Course Title	Prerequisites	Credit/Billing Hours
Program of Study Requirements			
ARTS 103	Spatial Dynamics I	Minimum 2.5 in ARTS 102 or concurrently and Reading Level 5 and Writing Level 6	3 / 4
ARTS 132	Figure Drawing	Minimum 2.5 in ARTS 131 and Reading Level 5 and Writing Level 6	3 / 4
ARTS 151	Color and Design	Minimum 2.5 in (ARTS 102 and ARTS 131) and Reading Level 5 and Writing Level 6	3 / 4
ARTS 173	Computer Graphics/Web Design	Minimum 2.5 in ARTS 171 or concurrently and Reading Level 5 and Writing Level 6	3 / 4
Credits			12 / 16
Semester III	Course Title	Prerequisites	Credit/Billing Hours
Science Core Area - <i>Select 1</i>			
PHYS 120	The Art of Physics	Reading Level 5 and Writing Level 6 and (Math Level 5 or MATH 107 concurrently or MATH 109 concurrently)	4 / 5
Program of Study Requirements			
DMAC 130	Digital Video Production	Reading Level 5 and Writing Level 6	4 / 4
Credits			8 / 9

Semester IV	Course Title	Prerequisites	Credit/Billing Hours
Global Perspectives and Diversity Core Area - <i>Select 1</i>			
HUMS 211	Art History to the Renaissance	Reading Level 5 and Writing Level 6	4 / 4
Program of Study Requirements			
ARTS 164	Vector Drawing	Minimum 2.5 in (ARTS 102 and ARTS 131) or concurrently and Reading Level 5 and Writing Level 6	3 / 4
ARTS 232	Comp Graphics/2-D Animation	Minimum 2.5 in (ARTS 132 and ARTS 151 and ARTS 171) and Reading Level 5 and Writing Level 6	3 / 4
ARTS 234	Comp Graphics/3-D Animation I	Minimum 2.5 in (ARTS 105 or ARTS 171) and Reading Level 5 and Writing Level 6	3 / 4
Credits			13 / 16
Semester V	Course Title	Prerequisites	Credit/Billing Hours
Program of Study Requirements			
ARTS 153	Drawing II	Minimum 2.5 in ARTS 102 and ARTS 131 and Reading Level 5 and Writing Level 6	3 / 4
ARTS 226	Storyboards & Animatics	Minimum 2.5 in ARTS 151 and Reading Level 5 and Writing Level 6	3 / 4
ARTS 235	Comp Graphics/3-D Animation II	Minimum 2.5 in ARTS 234 and Reading Level 5 and Writing Level 6	3 / 4
HUMS 212	Art Hist from the Renaissance	Reading Level 5 and Writing Level 6	4 / 4
Credits			13 / 16
Total Credits			62 / 77