

DIGITAL MEDIA TECHNOLOGY (DIGITAL ANIMATION) - ASSOCIATE OF APPLIED SCIENCE

Students must complete all College degree requirements, which include: General Education requirements and elective credits to total at least 60-62 credits. Developmental coursework will not count towards the degree requirements and/or elective credits, but may be needed in order to take the necessary English and Mathematics coursework.

Prefix	Title	Credits
General Education		
Choose one course from four of the following six content areas for a total of 12-14 credits. ^{1,2}		12-14
This degree requires courses from Areas I, II, III, and V; students do not need to take additional courses to complete the General Education requirements.		
Area I: Communications		
ENGL 1110G	Composition I	
Area II: Mathematics		
MATH 1220G	College Algebra ³	
	or MATH 1130G Survey of Mathematics	
Area III: Laboratory Science		
Choose one from the following :		
ASTR 1115G	Introduction to Astronomy Lecture & Laboratory	
CHEM 1120G	Introduction to Chemistry Lecture and Laboratory (non majors)	
PHYS 1230G & PHYS 1230L	Algebra-Based Physics I and Algebra-Based Physics I Lab	
Area V: Humanities		
Choose one from the following:		
ENGL 2520G	Film as Literature	
HIST 1150G	Western Civilization I	
HIST 1130G	World History I	
General Education Elective		
PSYC 1110G	Introduction to Psychology (Core Requirement)	3
Core Requirements		
PSYC 1110G is going to satisfy both the General Education Elective and Core Requirements for this degree		
ARTH 1115G	Orientation in Art	3
ARTS 1240	Design I	3
COMM 1115G	Introduction to Communication (Core Requirement)	3
	or COMM 1130G Public Speaking	
ENGL 2382	Narrative: Principles of Story Across the Media	3
FDMA 1260	Introduction to Digital Media	3
OEGR 221	Cooperative Experience I	1-3
	or FDMA 2287 Digital Design Studio	
Program Concentration Coursework		
FDMA 1515	Introduction to Digital Image Editing - Photoshop	3
FDMA 1535	Introduction to Illustrator	3
FDMA 1710	2D Animation	3

FDMA 1720	3-D Character Design	3
FDMA 2530	Introduction to 3D Modeling	3
FDMA 2730	Advanced Character Animation	3
FDMA 2735	Advanced 3D Animation Workshop A	3
FDMA 2740	Advanced 3D Animation Workshop B	3
Electives, to bring the total credits to 60 ⁴		3
Total Credits		60-62

1

Each course selected must be from a different area and students cannot take multiple courses in the same area.

2

See the General Education section of the catalog for a full list of courses.

3

MATH 1220G College Algebra or MATH 1130G Survey of Mathematics is required for the degree but students may need to take any prerequisites needed to enter MATH 1220G or MATH 1130G first.

4

For electives, select from ART, FDMA, CMI or OEGR courses.

Elective credit may vary based on prerequisites, dual credit, AP credit, and/or certificate coursework. The amount indicated in the requirements list is the amount needed to bring the total to 60 credits and may appear in variable form based on the degree. However students may end up needing to complete more or less on a case-by-case basis and students should discuss elective requirements with their advisor.

A Suggested Plan of Study

Additional classes may be needed based on placement test results and/or course prerequisites. Visit with an advisor for help with creating a customized plan.

First Year

Fall	Credits
FDMA 1260 Introduction to Digital Media	3
ENGL 1110G Composition I	4
MATH 1220G College Algebra ¹	3
or MATH 1130G or Survey of Mathematics	
Choose one from the following:	3
ENGL 2520G Film as Literature	
HIST 1150G Western Civilization I	
HIST 1130G World History I	
Program Concentration Course ²	3
Credits	16

Spring

ARTS 1240 Design I	3
Choose one from the following:	4
ASTR 1115G Introduction to Astronomy Lecture & Laboratory	
CHEM 1120G Introduction to Chemistry Lecture and Laboratory (non majors)	
PHYS 1230G & PHYS 1230L Algebra-Based Physics I and Algebra-Based Physics I Lab	
PSYC 1110G Introduction to Psychology	3
ARTH 1115G Orientation in Art	3
Program Concentration Course ²	3
Credits	16

Second Year

Fall

COMM 1115G or COMM 1130G	Introduction to Communication or Public Speaking	3
Program Concentration Courses ²		9
Elective Course ³		3
Credits		15

Spring

ENGL 2382	Narrative: Principles of Story Across the Media	3
OEGR 221 or FDMA 2287	Cooperative Experience I or Digital Design Studio	1-3
Program Concentration Course ²		9
Credits		13-15
Total Credits		60-62

1

MATH 1220G College Algebra or MATH 1130G Mathematics Appreciation is required for the degree but students may need to take any prerequisites needed to enter MATH 1220G or MATH 1130G first.

2

Program Concentration Coursework:

- FDMA 1535 Introduction to Illustrator
- FDMA 1515 Introduction to Digital Image Editing - Photoshop
- FDMA 1710 2D Animation
- FDMA 2530 Introduction to 3D Modeling
- FDMA 1720 3-D Character Design
- FDMA 2730 Advanced Character Animation
- FDMA 2735 Advanced 3D Animation Workshop A
- FDMA 2740 Advanced 3D Animation Workshop B

3

For electives, select from ART, CMT, CMI or OEGR courses. Elective credit may vary based on prerequisites, dual credit, AP credit, and/or certificate coursework. The amount indicated in the requirements list is the amount needed to bring the total to 60 credits and may appear in variable form based on the degree. However students may end up needing to complete more or less on a case-by-case basis and students should discuss elective requirements with their advisor.