

COURSE SEQUENCE GUIDE | FULL-TIME ENROLLMENT
Animation & Game Art
Associate in Science | Code: 25074 | 60 credits
Effective Term: Fall 2024 (2247)
Semester 1

Course ID	Course Title	Credits	Pre/Co-requisites
ENC 1101	English Composition I	3	Prerequisite: Student must meet the Developmental Education reading and writing requirements in State Rule 6A-10.0315 (by course, placement score, or eligible exemption).
MAC 1105	College Algebra	3	Prerequisite: MAT1033 • Students must seek advisement for proper mathematics course from discipline chairperson.
DIG 1111	Digital Character Design	3	
DIG 1132	Digital Art and Design	3	
DIG 1430	Storyboarding	3	
CSP ---OR--- CGS 1060C	Computer Skills Placement (CSP) ---OR--- Introduction to Computer Technology & Application		Departmental Recommendation: Computer Skills Placement (CSP)
Semester Credits		15	

Semester 2

Course ID	Course Title	Credits	Pre/Co-requisites
Social Science	AMH 2010, AMH 2020, POS 2041	3	
DIG 1302	3D Modeling	4	
DIG 1437	Narrative Storytelling	3	Prerequisite: DIG 1430
DIG 2113	Post Production & Editing	4	Prerequisite: DIG 1430
Semester Credits		14	

Semester 3

Course ID	Course Title	Credits	Pre/Co-requisites
Humanities	ARH 1000, HUM 1020, LIT 2000 MUL 1010, PHI 2010, THE 2000	3	Note: ENC 1101 is a prerequisite to LIT 2000.
Natural Science	AST 1002, BSC 1005, CHM 1020, ESC 1000, EVR 1001, GLY 1010, OCE 1001, PHY 1020, PHY 2053	3	Note: Check with advisor for requisite information
DIG 2396C	Motion Capture	4	Prerequisite: DIG 1302
Semester Credits		9	

Semester 4

Course ID	Course Title	Credits	Pre/Co-requisites
DIG 2318 ---OR--- CAP 2048	Animation Studio 1 ---OR--- Game Development Project I	3	Prerequisites for DIG 2318: DIG 1302, DIG 1430 and DIG 1437 ---OR--- Prerequisites for CAP 2048: CAP 2047 or DIG 1302, COP 1334 or DIG 1111, COP 2335 or DIG 1437, DIG 1430, DIG 1710 or DIG 1132; Pre/Corequisite: DIG 1712 or DIG 2113
DIG 2370	Character Modeling & Rigging	4	Prerequisite: DIG 1302
DIG 2790	Texturing & Environment Design	4	Prerequisite: DIG 1302
Semester Credits		11	

Semester 5

Course ID	Course Title	Credits	Pre/Co-requisites
DIG 2304	Character Animation	3	Prerequisite: DIG 2790
DIG 2319 ---OR--- CAP 2920C	Animation Studio 2 ---OR--- Game Development Project II	3	Prerequisite for DIG 2304: CAP 2048 or DIG 2318 ---OR--- Prerequisites for CAP 2920C: CAP 2048, DIG 1712 or DIG 2113
DIG 2391C	Animation Studio 3	4	Prerequisite: CAP 2920C or DIG 2319
Semester Credits		11	
Program Total		60	