2011-2012 PETITION/PROGRAM SHEET  
Degree: Associate of Applied Science  
Major: Visual Communications  
Emphasis: Animation Technology

About This Emphasis . . .

The Animation Technology emphasis prepares students to work in digital 3-D animation modeling environments. 3D Digital Animation is all about the art of visual storytelling. During this program, you’ll cover the in-depth fundamentals of classical animation based on the 12 Principals of Animation, as well as character development and rigging. You’ll also study life drawing, layout and design, computer illustration, storytelling and storyboarding. The student gains experience using industry standard software such as 3DS Max, Photoshop, Illustrator, and After Effects to produce animations and portfolios. Students combine traditional artistic skills of drawing, design and sculpture with a touch of video, lighting and special effects training. The student combines these skills with their expertise in object modeling and computer generated animation techniques to produce complex 3-D animation projects. Students develop for entry-level jobs in the fields of movie animation, gaming animation, and animation for commercials and presentations.

POLICIES:
1. It is your responsibility to determine whether you have met the requirements for your degree. Please see the catalog for a complete list of graduation requirements.
2. You must turn in your “Intent to Graduate” form to the Registrar’s Office by September 15 if you plan to graduate the following May, and by February 15 if you plan to graduate the following December.
3. This program sheet must be submitted with your graduation planning sheet to your advisor during the semester prior to the semester of graduation, no later than October 1 for spring graduates, no later than March 1 for fall graduates.
4. Your advisor will sign and forward the Program Sheet and Graduation Planning Sheet to the WCCC Director for signature.
5. Finally, the WCCC Director or the department administrative assistant will take the signed forms to the Registrar’s Office. (Students cannot handle the forms once the advisor signs.)
6. If your petition for graduation is denied, it will be your responsibility to reapply for graduation in a subsequent semester. Your “Intent to Graduate” does not automatically move to a later graduation date.
7. NOTE: The semester before graduation, you may be required to take a Major Field Achievement Test (exit exam).

NAME: ___________________________ STUDENT ID #: ______________________________

LOCAL ADDRESS AND PHONE NUMBER: ________________________________ ( ) ______

I, (Signature) __________________________________________________________, hereby certify that I have completed (or will complete) all the courses listed on the Program Sheet. I further certify that the grade listed for those courses is the final course grade received except for the courses in which I am currently enrolled and the courses which I complete next semester. I have indicated the semester in which I will complete these courses.

Signature of Advisor  ___________________________ Date ________________

Signature of WCCC Director  ___________________________ Date ________________

Signature of Registrar  ___________________________ Date ________________

Associate of Applied Science: Visual Communications – Animation Technology  
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Posted: 8/10/11
Students should work closely with a faculty advisor when selecting and scheduling courses prior to registration.

Degree Requirements:
- 60 semester hours total (A minimum of 16 taken at CMU in no fewer than two semesters)
- 2.00 cumulative GPA or higher in all CMU coursework
- A grade of “C” or higher must be achieved in coursework toward the major content area.
- Pre-collegiate courses (usually numbered below 100) cannot be used for graduation.
- A student must follow the CMU graduation requirements either from 1) the program sheet for the major in effect at the time the student officially declares a major; or 2) a program sheet for the major approved for a year subsequent to the year during which the student officially declares the major and is approved for the student by the department head. Because a program may have requirements specific to the degree, the student should check with the faculty advisor for additional criteria. It is the student’s responsibility to be aware of, and follow, all requirements for the degree being pursued. Any exceptions or substitutions must be approved by the student’s faculty advisor and Department Head.
- When filling out the program sheet a course can be used only once.
- See the “Undergraduate Graduation Requirements” in the catalog for additional graduation information.

**GENERAL EDUCATION REQUIREMENTS** (18 semester hours)
See the current catalog for a list of courses that fulfill the requirements below. If a course is on the general education list of options and a requirement for your major, you must use it to fulfill the major requirement and make a different selection within the general education requirement.

<table>
<thead>
<tr>
<th>Course No</th>
<th>Title</th>
<th>Sem.hrs</th>
<th>Grade</th>
<th>Term/Trns</th>
</tr>
</thead>
</table>

**English** (6 semester hours)
- ENGL 111 English Composition 3
- ENGL 112 English Composition 3

**Math:** MATH 108 (4 semester hours)
- MATH 1 4

**ASSOCIATE OF APPLIED SCIENCE: VISUAL COMMUNICATIONS- ANIMATION TECHNOLOGY COURSE REQUIREMENTS** (45 semester hours)

<table>
<thead>
<tr>
<th>Course No</th>
<th>Title</th>
<th>Sem.hrs</th>
<th>Grade</th>
<th>Term/Trns</th>
</tr>
</thead>
</table>

**Social and Behavioral Sciences, Humanities or Selected Speech Courses** (6 semester hours)
- ______ 3
- ______ 3

**Kinesiology** (2 semester hours)
- KINE 100 Health and Wellness 1
- KINA 1 1

**ASSOCIATE OF APPLIED SCIENCE: VISUAL COMMUNICATIONS- ANIMATION TECHNOLOGY COURSE REQUIREMENTS**

<table>
<thead>
<tr>
<th>Course No</th>
<th>Title</th>
<th>Sem.hrs</th>
<th>Grade</th>
<th>Term/Trns</th>
</tr>
</thead>
</table>

**Electives** (3 semester hours)
(With advisor’s approval)
- ______ 3
- ______ 3

**This program has an articulation agreement with the B.F.A. in Graphic Design-Animation program. For more information, contact an academic advisor.**
# Suggested Course Sequencing for the Associate of Applied Science in Visual Communications with an Emphasis in Animation Technology

## Freshman Year

<table>
<thead>
<tr>
<th>First Semester</th>
<th>Hours</th>
<th>Second Semester</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENGL 111 English Composition</td>
<td>3</td>
<td>* Social/Behavioral Science, Humanities or Applied Studies</td>
<td>3</td>
</tr>
<tr>
<td>ARTE 102 Three-Dimensional Design</td>
<td>3</td>
<td>ENGL 112 English Composition</td>
<td>3</td>
</tr>
<tr>
<td>MGDA 111 Adobe Photoshop I</td>
<td>3</td>
<td>MGDA 112 Adobe Illustrator I</td>
<td>3</td>
</tr>
<tr>
<td>MGDA 129 History of Animation</td>
<td>3</td>
<td>MGDA 165 After Effects I</td>
<td>3</td>
</tr>
<tr>
<td>MGDA 149 Drawing/Design</td>
<td>3</td>
<td>MGDA 253 3D Animation II</td>
<td>3</td>
</tr>
<tr>
<td>MGDA 153 3D Animation I</td>
<td>3</td>
<td></td>
<td>15</td>
</tr>
</tbody>
</table>

## Sophomore Year

<table>
<thead>
<tr>
<th>Third Semester</th>
<th>Hours</th>
<th>Second Semester</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>MATH 108 Technical Mathematics</td>
<td>4</td>
<td>* Social/Behavioral Science, Humanities or Applied Studies</td>
<td>3</td>
</tr>
<tr>
<td>MGDA 152 Digital Animatics</td>
<td>3</td>
<td>TECI 110 Applied Physics</td>
<td>3</td>
</tr>
<tr>
<td>MGDA 163 Sound Design I</td>
<td>3</td>
<td>KINE 100 Health and Wellness</td>
<td>1</td>
</tr>
<tr>
<td>MGDA 164 Digital and Video Editing I</td>
<td>3</td>
<td>KINA* Aerobic and Fitness Activity</td>
<td>1</td>
</tr>
<tr>
<td>MGDA 220 Adv. Character Rigging</td>
<td>3</td>
<td>MGDA 257 Animation Production</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td></td>
<td>* Technical Elective</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>14</td>
</tr>
</tbody>
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