



2012-2013 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.

For more information on what you can do with this major, go to <http://www.coloradomesa.edu/wccc/programs.html>

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 Department Head for signature.
5. Finally, the Department Head 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 _____ 20____

Signature of Department Head Date _____ 20____

Signature of Registrar Date _____ 20____

Students should work closely with a faculty advisor when selecting and scheduling courses prior to registration.

Degree Requirements:

- 62 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 (Minimum 17 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.

Course No	Title	Sem.hrs	Grade	Term/Trms
English (6 semester hours)				
ENGL 111	English Composition	3	_____	_____
ENGL 112	English Composition	3	_____	_____
-OR-				
ENGL 111	English Composition and	3	_____	_____
SPCH 101	Interpersonal Communication	3	_____	_____
SPCH 102	Speechmaking	3	_____	_____
 Mathematics : MATH 108 or higher (Minimum 3 semester hours)				
MATH 1	_____	4	_____	_____

Course No	Title	Sem.hrs	Grade	Term/Trms
Social Sciences, Natural Science, Fine Arts, or Humanities or Selected Applied Studies Courses* (Minimum 6 semester hours)				
_____	_____	3	_____	_____
_____	_____	3	_____	_____

OTHER LOWER DIVISION REQUIREMENTS

Wellness (2 semester hours)

KINE 100	Health and Wellness	1	_____	_____
KINA 1	_____	1	_____	_____

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

(45 semester hours)

MGDA 129	History of Animation	3	_____	_____
MGDA 111	Adobe Photoshop I	3	_____	_____
MGDA 112	Adobe Illustrator I	3	_____	_____
MGDA 152	Digital Animatics	3	_____	_____
MGDA 153	3D Animation I	3	_____	_____
MGDA 163	Sound Design I	3	_____	_____
MGDA 164	Digital and Video Editing I	3	_____	_____
MGDA 253	3D Animation II	3	_____	_____
MGDA 257	Animation Production	3	_____	_____
MGDA 220	Adv. Character Rigging	3	_____	_____
MGDA 149	Anim.Drawing/Design	3	_____	_____
ARTE 102	Three-Dimensional Design	3	_____	_____
MGDA 165	After Effects I	3	_____	_____
TECI 110	Applied Physics	3	_____	_____

Electives (3 semester hours)

(With advisor’s approval)

_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

*Please see your advisor for program specific requirements.

**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

First Semester		Hours	Second Semester		Hours
ENGL 111	English Composition	3	* Social Sciences, Natural Science, Fine Arts, Humanities or Selected Applied Studies Courses		3
ARTE 102	Three-Dimensional Design	3	ENGL 112	English Composition	3
MGDA 111	Adobe Photoshop I	3	MGDA 112	Adobe Illustrator I	3
MGDA 129	History of Animation	3	MGDA 165	After Effects I	3
MGDA 149	Drawing/Design	3	MGDA 253	3D Animation II	<u>3</u>
MGDA 153	3D Animation I	<u>3</u>			15
		18			

SOPHOMORE YEAR

Third Semester		Hours	Fourth Semester		Hours
MATH 108	Technical Mathematics	4	* Social Sciences, Natural Science, Fine Arts, Humanities or Selected Applied Studies Courses		3
MGDA 152	Digital Animatics	3	TECI 110	Applied Physics	3
MGDA 163	Sound Design I	3	KINE 100	Health and Wellness	1
MGDA 164	Digital and Video Editing I	3	KINA*	Aerobic and Fitness Activity	1
MGDA 220	Adv. Character Rigging	<u>3</u>	MGDA 257	Animation Production	3
		16	*	Technical Elective	<u>3</u>
					14