



**2014-2015 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 3D 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 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 3D animation projects. Students develop skills 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>

All CMU associate graduates are expected to demonstrate proficiency in critical thinking, communication fluency, quantitative fluency, and specialized knowledge/applied learning. In addition to these campus-wide student learning outcomes, graduates of this major will be able to:

1. Apply business communication using listening, verbal and written and electronic forms that are needed for entry level employment. (Communication Fluency)
2. Apply mathematical and applied physics concepts for industry to meet employment requirements. (Quantitative Fluency)
3. Research, evaluate, synthesize and apply information/data relevant to business, sciences and technical careers. (Critical Thinking)
4. Demonstrate knowledge of terminology, symbols, business practices, and principles and application of technical skills. (Specialized Knowledge)
5. Perform the necessary applied skill sets to fulfill the needs of entry level employment. (Applied Learning)
6. Demonstrate ethical, civic and work place responsibility as part of professional behavior. (Specialized Knowledge)

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**NAME:** \_\_\_\_\_ **STUDENT ID #** \_\_\_\_\_

**LOCAL ADDRESS AND PHONE NUMBER:** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_ ( ) \_\_\_\_\_

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I, (Signature) \_\_\_\_\_, hereby certify that I have completed (or will complete) all the courses listed on the Program Sheet. I have read and understand the policies listed on the last page of this 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 Department Head

\_\_\_\_\_  
Date

\_\_\_\_\_  
Signature of Registrar

\_\_\_\_\_  
Date

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

**Degree Requirements:**

- Minimum of 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** (Minimum 15 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/Trns
<b>English</b> (6 semester hours)				
ENGL 111	English Composition	3	_____	_____
ENGL 112	English Composition	3	_____	_____
-OR-				
ENGL 111	English Composition and	3	_____	_____
SPCH 101	Interpersonal Communication or	3	_____	_____
SPCH 102	Speechmaking	3	_____	_____

Mathematics : **MATH 108** or higher (Minimum 3 semester hours)  
MATH 1 \_\_\_\_\_ 3\* \_\_\_\_\_  
\*3 credits apply to the General Ed requirements and 1 credit applies to Electives if, 4 credits of higher Math are taken.

Course No	Title	Sem.hrs	Grade	Term/Trns
<b>Social Sciences, Natural Science, Fine Arts, or Humanities or Selected Applied Studies Courses*</b> (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**

(43 semester hours)

MGDA 129	History of Animation	3	_____	_____
MGDA 111	Digital Image Editing	3	_____	_____
MGDA 152	Animatics & Storyboarding	3	_____	_____
MGDA 153	Beginning 3D Animation	3	_____	_____
MGDA 164	Digital Video Editing I	3	_____	_____
MGDA 253	3D Animation Character Design	3	_____	_____
MGDA 257	Animation Production	3	_____	_____
MGDA 220	3D Anim. Character Rigging	3	_____	_____
MGDA 270	Advanced 3D Animation	3	_____	_____
MGDA 149	Animation Drawing/Design	3	_____	_____
ARTE 102	Three-Dimensional Design	3	_____	_____
MGDA 165	Digital Compositing	3	_____	_____

**Electives** (7 semester hours)  
(With instructor’s advisement)

_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

\*Please see your instructor 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**

<b>First Semester</b>	<b>Hours</b>	<b>Second Semester</b>	<b>Hours</b>
ENGL 111    English Composition	3	ARTE 102    Three-Dimensional Design	3
MGDA 111    Digital Image Editing	3	ENGL 112    English Composition or SPCH 101/102	3
MGDA 152    Animatics & Storyboarding	3	MGDA 129    History of Animation	3
MGDA 149    Animation Drawing/Design	3	MGDA 164    Digital Video Editing I	3
MGDA 153    Beginning 3D Animation	<u>3</u>	MGDA 253    3D Animation Character Design	<u>3</u>
	15		15

**SOPHOMORE YEAR**

<b>Third Semester</b>	<b>Hours</b>	<b>Fourth Semester</b>	<b>Hours</b>
* Social Sciences, Natural Science, Fine Arts, Humanities or Selected Applied Studies Courses	3	* Social Sciences, Natural Science, Fine Arts, Humanities or Selected Applied Studies Courses	3
MATH 108    Technical Mathematics	4	KINE 100    Health and Wellness	1
MGDA 165    Digital Compositing	3	KINA*        Aerobic and Fitness Activity	1
MGDA 220    3D Animation Character Rigging	3	MGDA 257    Animation Production	3
MGDA 270    Advanced 3D Animation	<u>3</u>	*Elective	3
	16	* Elective	<u>3</u>
			14

**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).