About This Major . . .

The 3D Animation Technology emphasis prepares students to work in digital 3D animation environments. 3D Animation Technology is all about the art of visual storytelling. During this program, you will use the 12 Principals of Animation to develop dynamic 3D characters and environments. You'll apply storytelling, life drawing, layout and design, computer illustration, storytelling and previsualization techniques. You will gain experience using industry-standard software to produce animations and portfolios. You will combine the 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 3D movie animation, 3D gaming animation, and 3D 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)

Advising Process and DegreeWorks

This document is intended for informational purposes to help determine what courses and associated requirements are needed to earn a degree. The suggested course sequencing outlines how students could finish degree requirements. Some courses are critical to complete in specific semesters, while others may be moved around. Meeting with an academic advisor is essential in planning courses and altering the suggested course sequencing. It is ultimately the student's responsibility to understand and fulfill the requirements for her/his intended degree(s).

DegreeWorks is an online degree audit tool available in MAVzone. It is the official record used by the Registrar's Office to evaluate progress towards a degree and determine eligibility for graduation. Students are responsible for reviewing their DegreeWorks audit on a regular basis and should discuss questions or concerns with their advisor or academic department head. Discrepancies in requirements should be reported to the Registrar's Office.

Graduation Process

Students must complete the following in the first two months of the semester prior to completing their degree requirements:

- Review their DegreeWorks audit and create a plan that outlines how unmet requirements will be met in the final semester.
- Meet with their advisor and modify their plan as needed. The advisor must approve the final plan.
- Submit the "Intent to Graduate" form to the Registrar's Office to officially declare the intended graduation date and commencement ceremony plans.
- Register for all needed courses and complete all requirements for each degree sought.

Submission deadlines and commencement details can be found at http://www.coloradomesa.edu/registrar/graduation.html.

If a student's petition for graduation is denied, it will be her/his responsibility to consult the Registrar's Office regarding next steps.

INSTITUTIONAL DEGREE REQUIREMENTS

The following institutional degree requirements apply to all CMU/WCCC AAS degrees. Specific programs may have different requirements that must be met in addition to institutional requirements.

- 60 semester hours minimum.
- Students must complete a minimum of 15 of the final 30 semester hours of credit at CMU/WCCC.
- 2.00 cumulative GPA or higher in all CMU/WCCC coursework.
- A course may only be used to fulfill one requirement for each degree/certificate.
- No more than six semester hours of independent study courses can be used toward the degree.
- Non-traditional credit, such as advanced placement, credit by examination, credit for prior learning, cooperative education and internships, cannot exceed 20 semester credit hours for an AAS degree.
- Pre-collegiate courses (usually numbered below 100) cannot be used for graduation.
- Capstone exit assessment/projects (e.g., Major Field Achievement Test) requirements are identified under Program-Specific Degree Requirements.
- The Catalog Year determines which program sheet and degree requirements a student must fulfill in order to graduate. Visit with your advisor or academic department to determine which catalog year and program requirements you should follow.
- See "Requirements for Undergraduate Degrees and Certificates" in the catalog for a complete list of graduation requirements.

PROGRAM-SPECIFIC DEGREE REQUIREMENTS

- A minimum of 16 semester hours taken at CMU in no fewer than two semesters.
- A grade of "C" or higher must be achieved in coursework toward the major content area.

ESSENTIAL LEARNING REQUIREMENTS (15 semester hours)

See the current catalog for a list of courses that fulfill the requirements below. If a course is an Essential Learning option and a requirement for your major, you must use it to fulfill the major requirement and make a different selection for the Essential Learning requirement.

Communication (6 semester hours)
- ☐ ENGL 111 - English Composition (3)
- ☐ Select one of the following courses:
  ENGL 112 - English Composition (3)
  SPCH 101 - Interpersonal Communication (3)
  SPCH 102 - Speechmaking (3)

Mathematics (3 semester hours)
- ☐ MATH 108 - Technical Mathematics (3) or higher
  If 4 credits of higher Math are taken, 3 credits apply to the General Ed requirements and 1 credit applies to Electives.

Other Essential Learning Core Courses (6 semester hours)
- ☐ Select one Social and Behavioral Sciences, History, Natural Sciences, Fine Arts or Humanities course (3)
- ☐ Select one Social and Behavioral Sciences, History, Natural Sciences, Fine Arts or Humanities course (3)

OTHER LOWER-DIVISION REQUIREMENTS

Wellness Requirement (2 semester hours)
- ☐ KINE 100 - Health and Wellness (1)
- ☐ Select one Activity course (1)

AAS: VISUAL COMMUNICATIONS - 3D ANIMATION TECHNOLOGY (42 semester hours, must earn a grade of "C" or better in each course.)

- ☐ MGDA 105 - Creative Development (3)
- ☐ MGDA 120 - Digital Design Tools (3)
- ☐ MGDA 149 - Digital Drawing (3)
- ☐ MGDA 150 - Previsualization (3)
- ☐ MGDA 153 - Beginning 3D Animation (3)
- ☐ MGDA 163 - Audio Design (3)
- ☐ MGDA 164 - Digital Video Editing (3)
- ☐ MGDA 225 - 3D Character Design (3)
- ☐ MGDA 229 - Animation History (3)
- ☐ MGDA 250 - 3D Character Rigging (3)
- ☐ MGDA 265 - Digital Compositing (3)
- ☐ MGDA 268 - Freelancing for Creatives (3)
- ☐ MGDA 270 - Advanced 3D Animation (3)
- ☐ MGDA 285 - 3D Animation Capstone (3)

ELECTIVES (All college level courses, not listed above, that will bring your total semester hours to 60 hours. 1 semester hour.)

- ☐ _____

Freshman Year, Fall Semester: 15 credits
- ENGL 111 - English Composition (3)
- MGDA 120 - Digital Design Tools (3)
- MGDA 149 - Digital Drawing (3)
- MGDA 150 - Previsualization (3)
- MGDA 153 - Beginning 3D Animation (3)

Freshman Year, Spring Semester: 15 credits
- MGDA 105 - Creative Development (3)
- MGDA 163 - Audio Design (3)
- MGDA 164 - Digital Video Editing (3)
- MGDA 225 - 3D Character Design (3)
- ENGL 112 - English Composition (3) or SPCH 101 - Interpersonal Communication (3) or SPCH 102 - Speechmaking (3)

Sophomore Year, Fall Semester: 15 credits
- MGDA 229 - Animation History (3)
- MGDA 250 - 3D Character Rigging (3)
- MGDA 265 - Digital Compositing (3)
- MGDA 270 - Advanced 3D Animation (3)
- Social and Behavioral Sciences, History, Natural Sciences, Fine Arts or Humanities course (3)

Sophomore Year, Spring Semester: 15 credits
- MATH 108 - Technical Mathematics (4)
- MGDA 285 - 3D Animation Capstone (3)
- MGDA 268 - Freelancing for Creatives (3)
- Social and Behavioral Sciences, History, Natural Sciences, Fine Arts or Humanities course (3)
- KINE 100 - Health and Wellness (1)
- KINA XXX - Activity Course (1)