

Creative Media - Animation (AS) (60 credits)

Degree Type

Associate in Science

Requirements for Associate in Science (AS) Degree (60-61 credits)

Course #	Title	Credits
CM 105	Storytelling: Find Your Voice in Creative Media	3
CM 118	Principles of Animation	3
CM 119	Movies from Script to Screen	3
CM 120	Introduction to Digital Video	3
CM 123	Photoshop and Illustrator	3
CM 152	Principles of Video Editing	3
CM 175	Motion Graphics and 2D Animation	3
CM 178	Introduction to 3D Animation	3
CM 252	Intermediate Video and Audio Editing	3
CM 285	Creative Media Capstone	3
ART 113	Introduction to Drawing	3
ICS 110	Introduction to Computer Programming	3
	MATH 100, MATH 103, MATH 115, MATH 135 or Higher	3
ENG 100	Composition I	3
ENG 204C	Introduction to Screenwriting	3
	COM 145, SP 151, or SP 251	3
CM 147	Mass Media and Culture	3
	Humanities Elective: CM 145 or CM 148	3
	Natural Science Elective	3-4
	Specialization Elective	3

Course Sequencing

Full-time students in the Animation concentration would take courses in this sequence:

First Semester (Fall) (15 credits)

Course #	Title	Credits
CM 105	Storytelling: Find Your Voice in Creative Media	3
CM 120	Introduction to Digital Video	3
CM 123	Photoshop and Illustrator	3
ENG 100	Composition I	3
ART 113	Introduction to Drawing	3

Second Semester (Spring) (15 credits)

Course #	Title	Credits
CM 118	Principles of Animation	3
CM 119	Movies from Script to Screen	3
CM 147	Mass Media and Culture	3
CM 152	Principles of Video Editing	3
	MATH 100, MATH 103, MATH 115, MATH 135 or Higher	3

Third Semester (Fall) (15 credits)

Course #	Title	Credits
CM 175	Motion Graphics and 2D Animation	3
ICS 110	Introduction to Computer Programming	3
	COM 145, SP 151, or SP 251	3
ENG 204C	Introduction to Screenwriting	3
	Humanities Elective: CM 145 or CM 148	3

Fourth Semester (Spring) (15-16 credits)

Course #	Title	Credits
CM 178	Introduction to 3D Animation	3
CM 252	Intermediate Video and Audio Editing	3
CM 285	Creative Media Capstone	3
	Natural Science Elective	3-4
	Specialization Elective	3