

DIGITAL MEDIA

Program Code: T.DGM.AAS

Associate in Applied Science (A.A.S.)

Minimum graduation requirement — 64 semester hours

The Digital Media program equips students with the skills necessary for the design of computer-generated applications and media. Areas include 3D animation and game design. The digital media program prepares students for employment in such areas as gaming, feature film, web design, video and commercial production, post-production, visual effects, and architectural design.

Students begin their training in classes in 2D and 3D fundamentals, imaging, and design. Students then study the aesthetic and design aspects of digital media with focused courses in graphic design, fine arts, and advanced imaging.

This program transfers to the Bachelor's of Science in Media Arts in the School of Informatics and Computing at Indiana University-Purdue University Indianapolis (IUPUI).

3D ANIMATION AND GAME DESIGN

Required Program Courses (49 hours)

	Cr. Hrs.
CIS 112	Computing Essentials 4
CIS 152	Web Design and Development I 3
CSC 179	Digital Media Foundation 3
CSC 186	2D Animation 4
CSC 187	3D Computer Animation I 4
CSC 188	3D Computer Animation II 4
CSC 189	3D Computer Animation III 4
CSC 233	Animation Scripting 4
CSC 236	3D Computer Animation IV 4
CSC 294	Computer Graphics Portfolio 3
ART 122	Drawing I 3
ART 125	Color 3
GDS 108	Design Media and Principles 3
GDS 120	Graphic Design I 3

Required General Education Core Courses (15 hours)

ART 128	Digital Photography 3
COM 103	Introduction to Public Speaking 3
ENG 101	Composition I 3
ENG 102	Composition II 3
THE 124	Film Appreciation 3

Total Semester Credit Hours 64

Suggested Sequence

FALL	SPRING	FALL	SPRING
1st Semester	2nd Semester	3rd Semester	4th Semester
ART 128	CSC 186	ART 125	ART 122
CIS 112	CSC 188	COM 103	CIS 152
CSC 179	ENG 101	CSC 189	CSC 233
CSC 187	GDS 108	CSC 236	CSC 294
	THE 124	ENG 102	GDS 120

DIGITAL MEDIA CERTIFICATES

3D COMPUTER ANIMATION SOFTWARE

Program Code: T.VGW.CER

Certificate

Minimum graduation requirement — 12 semester hours

This certificate program equips students with technical skills and proficiency in high-end 3D computer animation software used in feature films, video, and commercial production, CAD/CAM, 3D gaming, and architectural design.

Required Program Courses (12 hours)	Cr. Hrs.
CSC 187	3D Computer Animation I 4
CSC 188	3D Computer Animation II 4
CSC 189	3D Computer Animation III 4
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Total Semester Credit Hours	12

3D SOFTWARE DEVELOPMENT

Program Code: T.CGR.CER

Certificate

Minimum graduation requirement — 12 semester hours

This certificate program equips students with software development and programming skills to work in three-dimensional graphics software and application environments in the field of computer graphics. This is an advanced-level certificate containing courses with extensive prerequisites.

Required Program Courses (12 hours)	Cr. Hrs.
CSC 212	Mobile Application Development 4
CSC 231	Computer Graphics I 4
CSC 233	Animation Scripting 4
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Total Semester Credit Hours	12