

DIGITAL MEDIA

DIGITAL MEDIA A.A.S.

Program Code: T.DGM.AAS

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

Graduation requirement — 63 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 virtual and augmented reality.

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).

Suggested Sequence

FALL	SPRING	FALL	SPRING
1st Semester	2nd Semester	3rd Semester	4th Semester
ART 128	ART 121	ART 125	ART 122
ART 165	CSC 187	ART 140	CIS 152
CSC 179	CSC 188	CSC 189	CSC 236
CSC 186	ENG 101	CSC 233	CSC 294
	THE 124	ENG 102	COM 103

Required Program Courses (48 hours) Cr. Hrs.

ART 121	Two-Dimensional Design	3
ART 122	Drawing I	3
ART 125	Color	3
ART 165	Art Appreciation	3
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	3D Computer Animation IV.	4
CSC 236	3D Computer Animation V	4
CSC 294	Computer Graphics Portfolio	3
ART 140	Graphic Design I.	3

Required General Education 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 63