*Liberal Arts and Behavioral/Social Sciences Division*

**DIGITAL ARTS TECHNOLOGY**

***Graphics/Animation Option***

**The Graphics/Animation Option** will focus on the detailed study of two-dimensional digital graphics design, three-dimensional object modeling, and digital animation. Students will be qualified to seek positions in the fields of broadcasting, character animation, electronic publishing, graphic ART production, and Web design.

*General Education Core course listings and definitions appear on pages 53-54. Additional courses may be required. The suggested sequence for full-time students is shown below.*

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| **Competency or Program Requirement** | **Course Number and Title** | **Required Credits** |
| **FIRST SEMESTER** |  |  |
| Continuing Learning and Information  Literacy/Ethics | DAT\*H101 Introduction to Digital Arts | 3 |
| Critical Analysis and Logical Thinking/  Written Communication | ENG\*H101 Composition | 3 |
| Oral Communication | Choose any Oral Communication listed (Prefer COM\*H101) | 3 |
| Quantitative Reasoning ◊ | MAT\*H135 or higher than MAT\*H137 (Prefer MAT\*H146 or higher) | 3 |
| Program Requirement | ART\*H121 Two  Dimensional Design or  DAT\*H102 Intro to Photography or  GRA\*H150 Introduction to Graphic Design | 3 |
| **SECOND SEMESTER** |  |  |
| Scientific Reasoning ◊◊ | Choose any Scientific Reasoning listed (Prefer DAN\*H175) | 3-4 |
| Written Communication | Choose any Written Communication listed (Prefer ENG\*H102) | 3 |
| Program Requirement | DAT\*H104 Multimedia Authoring I | 3 |
| Program Requirement | DAT\*H108 Digital Imaging I | 3 |
| Program Requirement | DAT\*H110 Digital Video I | 3 |
| **THIRD SEMESTER** |  |  |
| Aesthetic Dimensions/Written  Communication | Choose any Aesthetic Dimensions/  Written Communication listed  (Prefer ART\*H101 or 102) | 3 |
| Scientific Knowledge ◊◊ | Choose any Scientific Knowledge listed (Prefer BIO\*H105) | 3-4 |
| Program Requirement | DAT\*H205 Multimedia Authoring II | 3 |
| Program Requirement | DAT\*H212 Graphics and Animation I | 3 |
| Program Requirement | DAT\*H230 Digital Imaging II | 3 |
| **FOURTH SEMESTER** |  |  |
| Historical Knowledge | Choose any Historical Knowledge listed (Prefer HIS\*H101 or 102) | 3 |
| Social Phenomena | Choose any Social Phenomena listed (Prefer COM\*H101) | 3 |
| Program Requirement | DAT\*H106 Digital Design | 3 |
| Program Requirement | DAT\*H234 Graphics and Animation II | 3 |
| Program Requirement | DAT\*H290 Digital Arts Project | 3 |

**Total Credits: 60-62**

*Any given course may only be used to satisfy one of the competency areas even if it is listed under more than one.*

◊ MAT\*H137 and courses numbered lower than MAT\*H137 will not transfer to Connecticut State Universities as Quantitative Reasoning courses.

◊◊ At least one Scientific Knowledge and Understanding OR Scientific Reasoning course must have a lab component.

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| ***Program Outcomes*** |

*Upon successful completion of all program requirements, graduates will be able to:*

1. Design, edit and manipulate digital graphic and image files.
2. Utilize advanced techniques for character modeling and the design of virtual space.
3. Design, model, and animate complete 3-dimensional virtual worlds.
4. Utilize state-of-the-art 3D special effect techniques currently used in the film and video industry.
5. Utilize current digital imaging equipment and techniques to create/acquire content
6. Complete significant projects terminating in deliverable software/media products with technical documentation.