**Graphics & Animation**

**Liberal Arts and Behavioral/Social Sciences Division**

As a result of completing the Graphics & Animation Certificate, students will be able to design two-dimensional digital graphics, three-dimensional object modeling, digital animation sequences, and interactive media applications. Graduates will be qualified to seek positions in the fields of graphic art production, character animation, electronic publishing, broadcasting, and Web design.

Students must complete the following courses with a grade of “C” or better:

|  |  |  |
| --- | --- | --- |
| **Course No.** | **Title** | **Credits** |
| GRA\*H150 | Introduction to Graphic Design | 3 |
| DAT\*H106 | Digital Design | 3 |
| DAT\*H108 | Digital Imaging I | 3 |
| DAT\*H212 | 3D Graphics & Animation I | 3 |
|  |  | 12 |
|  |  |  |
| DAT\*H116 | Interactive Media Design | 3 |
| DAT\*H230 | Digital Imaging II | 3 |
| DAT\*H234 | 3D Graphics & Animation II | 3 |
|  |  | 9 |
|  | Total Credit Hours | 21 |

Program Outcomes

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

1. Design, edit and manipulate digital graphics and image files.
2. Utilize advanced techniques for character modeling and the design of virtual space.
3. Design, model, and animate complete 3-dimensional landscapes.
4. Develop state-of-the-art 3D special effects for film and video productions.
5. Complete significant projects terminating in deliverable software/media products with technical documentation.