New Media Arts (NMA) Associate in Science Degree

ANIMATION SPECIALIZATION
69 Credits

### PRE-REQUISITES (18 credits)
TO BE TAKEN (or currently taking) PRIOR TO APPLYING (Listed in no particular order)

| ART 101 Introduction to Visual Arts | ART 113 Introduction to Drawing |
| ART 107 Introduction to Photography | ART 115 Introduction to Design |
| ART 112 Introduction to Digital Arts | (Select one) ART 116 Introduction to 3D Composition or ART 123 Introduction to Painting |

### GENERAL EDUCATION REQUIREMENTS (12 credits)
To Be Taken At Any Point Prior To Graduating (Listed in no particular order)

| (Select one) | (Select one) |
| ENG 100 Composition I or MATH 100 Survey of Mathematics or ESL 100 Composition I or PHIL 110 Introduction to Deductive Logic |
| ESL 100 Composition I or KCC AS/NS A.S. Natural Sciences Elective (100 level or higher) | (Select one) ANTH 200 Cultural Anthropology or PSY 100 Survey of Psychology |
| ENG 160 Business and Technical Writing |

### CORE NMA ANIMATION REQUIREMENTS (39 credits)
To Be Taken After Acceptance into the NMA Program

#### SEMESTER 1: FALL (12 credits)
- ART 126 3D Computer Graphics I
- ART 202 Digital Imaging
- ART 212 Digital Animation
- ART 214 Life Drawing

#### SEMESTER 2: SPRING (12 credits)
- ART 156 Digital Painting
- ART 157 Film Analysis & Storytelling
- ART 226 3D Computer Graphics II
- ART 284 Animation Studio

#### SEMESTER 3: FALL (9 credits)
- ART 246 3D Computer Graphics III
- ART 284 Animation Studio
- ART 294 New Media Art Practicum or ART 295V New Media Art Internship

#### SEMESTER 4: SPRING (6 credits)
- ART 296 Demo Reel Development
- ART 294 New Media Art Practicum or ART 295V New Media Art Internship

### Notes:
- ART 284 Animation Studio for a total of six credits.
- ART 293V Internship and/or ART 294 Practicum for a total of six credits.