

ANIMATION

#4142

Suggested sequence by semester

This suggested sequence does not include any developmental courses that may be required. The time required to complete the degree may vary according to the total number of credits taken per semester.

SEMESTER I			CREDITS			SEMESTER II			CREDITS		
English Composition I	ENG 111	3	English Composition II	ENG 112	3						
Drawing I	ART 122	3	Color Theory	ART 131	3						
Two-Dimensional Design	ART 130	3	Art History I	ART 133	3						
Media Aesthetics	COM 114	3	Drawing II	ART 123	3						
Mathematics Elective		3/4	Multimedia I	MED 110	3						
Computer Information Literacy	CMP 101	0/1	Figure Drawing	ART 124	3						
TOTAL			TOTAL								
15/17			18								
SEMESTER III			SEMESTER IV								
Art History II	ART 134	3	Portfolio and Presentation	ART 230	3						
Animation	MED 220	3	Laboratory Science Elective		4						
Multimedia II	MED 113	3	Speech Fundamentals	COM 109	3						
Painting I	ART 219	3	Advanced Animation	MED 240	3						
Principles of Sociology OR General Psychology	SOC 120 PSY 113	3	Animation Elective		3						
TOTAL			TOTAL								
15			16								

MATHEMATICS (3 CR): Choose a Math course from the General Education Course list or one of the following recommended courses:

*MAT 120 Mathematics for the Liberal Arts (4 Cr)

**MAT 110 College Algebra (3 Cr)

**MAT 124 Statistics (3 Cr)

**MAT 130 Probability and Statistics (4 Cr)

*Requires one noncredit Basic Algebra course (passing score on Accuplacer Algebra or equivalency).

**Requires two noncredit Basic and Intermediate Algebra courses (or passing score on Accuplacer Algebra or equivalency).

LABORATORY SCIENCE (4 CR): Choose a 4 credit Lab Science course from the General Education course list or one of the following recommended courses:

BIO 127 Biology of Environment Concerns

BIO 129 Introduction to Botany

BIO 132 Concepts in Biology

BIO 133 Human Biology

CHM 105 Forensic Science

CHM 117/118 Introductory Chemistry/Lab

PHY 103 Concepts of Physics

PHY 118 Meteorology

SCI 118 General Astronomy

ANIMATION ELECTIVES (3 CR)

CMP 108 Game Design Concepts

CMP 250 Game Production

HONORS COURSES: You may be eligible to take honors courses. For more information, contact Prof. Laura Gabrielsen at (973) 328-5459.