DIGITAL ANIMATION AAS
Total Credits: 60
Catalog Edition: 2024-2025

Program Description

This program is designed to provide students with the skills necessary for junior or entry-level employment in the animation industry. Some students choose to continue their studies and have successfully transferred to four-year institutions with resulting portfolio. Animation is widely used in broadcast media, gaming and simulation, motion graphics, web design, forensics, and medical technologies. As the animation industry grows so does the need for qualified professionals. Students in this program will explore animation concepts and gain hands-on experience using industry standard hardware and software and motion capture systems.

Program Outcomes

Upon completion of this program, a student will be able to:

- Apply and incorporate the elements and principles of design within a digital graphic images and animation.
- Demonstrate visual problem solving that employs appropriate technical skills and techniques.
- Demonstrate a basic knowledge of the history of digital art and animation.
- Use industry standard hardware and software to produce and manipulate digital images and animation.
- Develop a script and prepare a storyboard for 2-dimensional and 3-dimensional animation.
- Analyze and critique graphic images and animation.

Program Advisors
Rockville

- Prof. Jeff Golden, 240-567-7760, Jeff.Golden@montgomerycollege.edu

For more information, please visit https://www.montgomerycollege.edu/academics/programs/graphic-design/digital-animation-aas-degree.html

To view the Advising Worksheet, please visit https://www.montgomerycollege.edu/_documents/counseling-and-advising/advising-worksheets/current-catalog/358.pdf

2024-2025

Program Advising Guide
An Academic Reference Tool for Students

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DIGITAL ANIMATION
ASSOCIATE OF APPLIED SCIENCE: 358

DIGITAL ANIMATION AAS

Suggested Course Sequence

A suggested course sequence for full-time students follows. All students should review this advising guide and consult an advisor.

First Semester

ENGL 101 - Introduction to College Writing *3 semester hours* *

ARTT 100 - Introduction to Drawing *3 semester hours* (**ARTD** or HUMD) **

GDES 116 - Digital Tools for the Visual Arts *4 semester hours*

GDES 134 - Illustration I *3 semester hours*

Program Elective *3 semester hours* ‡

Second Semester

English Foundation *3 semester hours (ENGF)*

Mathematics Foundation *3 semester hours (MATF)*

ARTT 201 - Art History: 1400 to Present *3 semester hours* (GEEL)

ARTT 205 - Figure Drawing I *3 semester hours*

GDES 140 - Introduction to Animation *4 semester hours*

Third Semester

GDES 216 - Illustrator for Vector Graphics *4 semester hours*

GDES 240 - Animation 2: 3-D Modeling *4 semester hours*

Behavorial and Social Sciences Distribution *3 semester hours (BSSD)*

Program Elective *3 semester hours* ‡

Fourth Semester

ARTT 102 - Introduction to 2D Design *3 semester hours* (GEEL)

GDES 242 - Animation 3: Motion Capture and Character Development *4 semester hours*

TVRA 140 - Video Editing *3 semester hours*

Natural Sciences Distribution with Lab *4 semester hours (NSLD)*

Total Credit Hours: 60

* ENGL 101/ENGL 101A, if needed for ENGL 102/ENGL 103 or program elective.

** AAS programs require one 3-credit Arts or Humanities General Education course.

‡ Program electives: Although this degree is designed to be completed in 60 credits, there are some scenarios that could result in more than 60 credits being earned. For example, if a student wishes to take two four-credit electives, they would have a total of 62 credits; if they choose one four credit and one 3 credit elective they would have 61. If the student selects two 3-credit classes-or-one 4-credit and one 2-credit then they would earn a total of exactly 60 credits. Please see an advisor in the Graphic Design program. Choose from the following with a minimum total of 6 credits for the two selections:

2-credit elective options: CMSC 100, GDES 269, or GDES 285.

3-credit elective options: ARTT 103, ARTT 105, ARTT 206, GDES 121, GDES 135, or PHOT 161.

4-credit elective options: GDES 214, TECH 190, TECH 225, or TECH 290.

Students whose focus is on Gaming should select from the CMSC/TECH courses listed above.

Transfer Opportunities

Montgomery College has partnerships with multiple four-year institutions and the tools to help you transfer. To learn more, please visit https://www.montgomerycollege.edu/transfer or http://artsys.usmd.edu .

Get Involved at MC!

Employers and Transfer Institutions are looking for experience outside the classroom.

MC Student Clubs and Organizations: https://www.montgomerycollege.edu/life-at-mc/student-life/

Related Careers

Some require a Bachelor's degree.
Visual Development Artist, 2D Animator, 3D Character Animator, 3D Modeler, Texture Artist, Character Rigger, Visual Effects Artist, Technical Artist, 3D Lighting, Compositing, Renderer, Storyboard Artist, Previsualization

Career Services

Montgomery College offers a range of services to students and alumni to support the career planning process. To learn more, please visit https://www.montgomerycollege.edu/career

Career Coach

A valuable online search tool that will give you the opportunity to explore hundreds of potential careers or job possibilities in Maryland and the Washington D.C. metropolitan area. Get started today on your road to a new future and give it a try. For more information, please visit https://montgomerycollege.emsicc.com

Notes: