2021-2022 TTC Catalog

Commercial Graphics - Animation

Associate in Applied Science in Commercial Graphics

Animation Career Path

60 Credit Hours

The Animation program provides training in animation, modeling, character rigging, texture painting, camera tracking, compositing and other artistry skills necessary for working in the electronic arts industry. Students will build a knowledge base necessary for creating work for special effects productions within the defense, education, game, commercial and film industries.

Students can earn only one Commercial Graphics degree in a single career path.

General Education Core Requirements

ART 101 Art History and Appreciation 3
ART 105 Film as Art 3
or
ART 210 History of Graphic Design 3
ENG 101 English Composition I 3

| REQ MAT | Select from [Mathematics/Natural Sciences](#) | 3 |
| REQ SSC | Select from [Behavioral/Social Sciences](#) | 3 |

Total: 15

Major Requirements

ART 111 Basic Drawing I 3
ARV 121 Design 3
ARV 123 Composition and Color 3
ARV 125 Drawing for Animators 3
ARV 136 Motion Graphics I 3
ARV 217 Computer Imagery 3
ARV 280 Visual Arts Exit Portfolio 3
MAP 110 Editing I 3
or
ARV 219 Multimedia Techniques 3
MAP 190 Introduction to Animation 3
MAP 191 3D Modeling 3
MAP 192 Character Animation 3
MAP 193 Animation Workflow 3

MAP 194 Gaming Animation 3
MAP 195 Visual Effects 3
MAP 198 Animation Projects I 3

Total: 45

Admission Requirements

Admission into this program requires proof of high school graduation (or GED) and qualifying scores on SAT, ACT or the TTC placement test.