

DIGITAL ANIMATION AAS: 358

Total Credits: 60
Catalog Edition 24-25

Name:

Date:

ID #:

GENERAL EDUCATION: FOUNDATION COURSES	Course	Hours	Grade
English Foundation (ENGL 102 or ENGL 103, grade of C or better required to graduate)		3	
Math Foundation (MATH 110, 115, 117, 120, 130, 150, 165, 170, or 181) CONSULT COUNSELING FACULTY / PROGRAM ADVISOR ABOUT CHOICE			
GENERAL EDUCATION: DISTRIBUTION COURSES	Course	Hours	Grade
Arts or Humanities Distribution (ARTD or HUMD)	ARTT 100	3	
Behavioral & Social Sciences Distribution (BSSD)		3	
Natural Sciences Distribution with Lab (NSLD)		4	
General Education Elective (GEEL)	ARTT 102	3	
General Education Elective (GEEL)	ARTT 201	3	
PROGRAM REQUIREMENTS	Course	Hours	Grade
ENGL 101 or ENGL 101A (if needed for ENGL 102/103 or Program Elective)*			
	ARTT 205	3	
	GDES 116	4	
	GDES 134	3	
	GDES 140	4	
	GDES 216	4	
	GDES 240	4	
	GDES 242	4	
	TVRA 140	3	
PROGRAM ELECTIVE‡			
PROGRAM ELECTIVE‡			
PROGRAM ELECTIVE (if needed to complete 60 credits) ‡			

* ENGL 101/ENGL 101A, if needed for ENGL 102/ENGL 103 or Program Elective.

Overall GPA of 2.0 is required to graduate

‡ **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:

Total Credits:

[Digital Animation Website](#)

Last Reviewed: July 2024

Advising Worksheet Contact:
[Anthony Solano](#)

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

3-credit elective options: **ARTT 103, ARTT 105, ARTT 206, GDES 121, GDES 135, 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.

See an [advisor](#) to submit an [Application for Graduation](#) the semester BEFORE you intend to graduate.

This UNOFFICIAL document is for planning purposes ONLY and completion does not guarantee graduation.

This degree is a career program and may not readily transfer to four year colleges/universities (except in special cases.) Visit [transfer planning](#) for more information.