COLLIN COLLEGE
Proposed Curriculum Outline

COMMUNICATION DESIGN / ANIMATION
AAS - Animation FICE 023614 CIP 50.0411

FIRST YEAR

First Semester			Lec	Lab	Ext	Cont	Credit
ARTC	1305	Basic Graphic Design	2	4	0	96	3
ARTC	1325	Introduction to Computer Graphics	2	4	0	96	3
ARTV	1345	3-D Modeling and Rendering I - Maya	2	4	0	96	3
ARTV	1371	Storyboard and Concept Development (Replaces ARTV 1211)	2	4	0	96	3
ENGL	1301	Composition I	3	1	0	64	3
FLMC	1301	History of Animation Techniques	2	4	0	96	3
		Total Hours	13	21	0	544	18

Second Semester			Lec	Lab	Ext	Cont	Credit
ARTC	1302	Digital Imaging I	2	4	0	96	3
~~ARTS~~	~~1316~~	~~Drawing I~~	~~2~~	~~4~~	~~0~~	~~96~~	~~3~~
ARTV	1341	3-D Animation I	2	4	0	96	3
~~ARTV~~	~~1343~~	~~Digital Sound~~	~~3~~	~~1~~	~~0~~	~~64~~	~~3~~
FLMC	1331	Video Graphics and Visual Effects I (Moved from 1st Yr/3rd Sem)	2	4	0	96	3
GAME	1303	Introduction to Game Design and Development	2	4	0	96	3
MATH	1332	Math for Liberal Arts I [1] (Moved from 2nd Yr/1st Sem)	3	0-1	0	48-64	3
		Total Hours	11	16-17	0	432-448	15

~~Third Semester~~			~~Lec~~	~~Lab~~	~~Ext~~	~~Cont~~	~~Credit~~
~~PHED/DANC~~		~~Any Activity Course~~ [1]	~~0~~	~~3~~	~~0~~	~~48~~	~~1~~
		~~**Total Hours**~~	~~2~~	~~7~~	~~0~~	~~144~~	~~4~~

SECOND YEAR

First Semester			Lec	Lab	Ext	Cont	Credit
ARTS	1301	Art Appreciation [2]	3	0	0	48	3
ARTV	1303	Basic Animation (Moved from 1st Yr/2nd Sem)	2	4	0	96	3
ARTV	2345	3-D Modeling and Rendering II - Maya	2	4	0	96	3
GAME	2325	3-D Animation II - Character Set-Up (Moved from Option 1)	2	4	0	96	3
Technical Course ~~1~~			2	4	0	96	3
		Total Hours	11	16	0	432	15

Second Semester			Lec	Lab	Ext	Cont	Credit
ARTC	2335	Portfolio Development for Graphic Design (Capstone)	2	4	0	96	3
~~ARTV~~	~~2335~~	~~Portfolio Development for Animation (Capstone)~~	~~2~~	~~4~~	~~0~~	~~96~~	~~3~~
ARTV	2351	3-D Animation II - Maya (Moved from Option 2)	2	4	0	96	3
PSYC	2301	General Psychology [3]	3	0	0	48	3
SPCH	1311	Fundamentals of Speech Communication [4] (Moved from 2nd Yr/1st Sem)	3	0	0	48	3
~~Elective **~~			~~0-2~~	~~0-4~~	~~0-12~~	~~96-192~~	~~3~~
~~Technical Course 2~~			~~2~~	~~4~~	~~0~~	~~96~~	~~3~~
		Total Hours	10	8	0	288	12

Continued

TECHNICAL COURSES FOR EMPHASIS AREAS

AAS - Animation- 3-D Animation Track

Technical Course 1	ARTV 1351 - Digital Video	2	4	0	96	3
~~Technical Course 2~~	~~FLMC 2305 - Film Style 3-D Animation Production~~	~~2~~	~~4~~	~~0~~	~~96~~	~~3~~
	GRAND TOTAL				***1696 - 1712***	***60***

AAS - Animation - Game Art Track

~~Technical Course 1~~	~~GAME 1304 - Level Design~~	~~2~~	~~4~~	~~0~~	~~96~~	~~3~~
Technical Course 1	GAME 2359 - Game and Simulation Group Project	2	4	0	96	3
	GRAND TOTAL				***1662 - 1712***	***60***

~~1 May take: DANC 1101, DANC 1110, DANC 1111, DANC 1141, DANC 1142, DANC 1145, DANC 1146, DANC 1147, DANC 1148, DANC 1151, DANC 1152, DANC 2141, DANC 2142, DANC 2145, DANC 2146, DANC 2147, DANC 2148, DANC 2151, DANC 2152, PHED 1100, PHED 1102, PHED 1104, PHED 1106, PHED 1111, PHED 1112, PHED 1114, PHED 1115, PHED 1116, PHED 1117, PHED 1118, PHED 1120, PHED 1121, PHED 1123, PHED 1125, PHED 1126, PHED 1127, PHED 1129, PHED 1130, PHED 1131, PHED 1136, PHED 1137, PHED 1140, PHED 1147 or PHED 1148~~

1 May substitute MATH 1314, MATH 1316, MATH 1324, MATH 1325, MATH 1342, MATH 1350, MATH 1351, MATH 1414, MATH 2305, MATH 2312, MATH 2318, MATH 2320, MATH 2413, MATH 2414, MATH 2415, MATH 2417, MATH 2419. Natural Science Options are: BIOL 1406, BIOL 1407, BIOL 1408, BIOL 1409, BIOL 1411, BIOL 1414, BIOL 1415, BIOL 2401, BIOL 2402, BIOL 2404, BIOL 2406, BIOL 2416, BIOL 2420, BIOL 2421, CHEM 1405, CHEM 1411, CHEM 1412, CHEM 2401, CHEM 2423, CHEM 2425, ENVR 1401, ENVR 1402, GEOL 1401, GEOL 1402, GEOL 1403, GEOL 1404, GEOL 1445, GEOL 1447, PHYS 1401, PHYS 1402, PHYS 1403, PHYS 1404, PHYS 1405, PHYS 1410, PHYS 1415, PHYS 1417, PHYS 2425 or PHYS 2426

2 May substitute ARTS 1303, ARTS 1304, ARTS 1313, DANC 2303, DRAM 1310, DRAM 2361, DRAM 2362, DRAM 2366, DRAM 2367, ENGL 2322, ENGL 2323, ENGL 2327, ENGL 2328, ENGL 2332, ENGL 2333, ENGL 2342, ENGL 2343, ENGL 2351, FREN 2303, FREN 2304, HIST 2311, HIST 2312, HIST 2321, HIST 2322, HUMA 1301, MUSI 1306, MUSI 1307, MUSI 1310, PHIL 1301, PHIL 1304, PHIL 2303, PHIL 2306, PHIL 2307 or PHIL 2321

3 May substitute ANTH 2302, ANTH 2346, ANTH 2351, ECON 1301, ECON 2301, ECON 2302, GOVT 2305, GOVT 2306, HIST 1301, HIST 1302, HIST 2301 or SOCI 1301

4 May substitute SPCH 1315 or SPCH 1321

~~Suggested Elective**: ARTC 1394, ARTV 2371, FLMC 2331, GAME 1314 or GAME 2386~~

Underline: General Education Courses