Program:	Animation	**Discipline Making Request:**	Fine Arts / Animation
Program CIP:	50.0411	**Effective Term:**	Fall 2016 (201710)

Rationale:

The ESC – Advanced Animation and Game Art Production program offers students an opportunity to refine their skills for the fields of animation, game/interactive development and visual effects/post production. Many of the courses offered here were previous degree requirements or electives under the old 72-hour AAS in Animation. In the current job market, applicants are expected to be proficient in a variety of skill sets for which this ESC helps students be better prepared.

ESC - Advanced Animation and Game Art Production - New

GAME 2309, Video Game Art II (Taught: 2/4/0/96; Prerequisite: ARTV 1345 or Consent of Instructor) - New

GAME 2336, Lighting, Shading and Texture (Taught: 2/4/0/96; Prerequsite: ARTV 1345 or Consent of Instructor) - New

GAME 2341, Game Scripting (Taught: 2/4/0/96; Prerequisite: GAME 1303 or Consent of Instructor) - New

Neither this award nor any of these courses are currently planned to be offered online.

ARTC 1394, Special Topics in Animation, Interactive Technology, Video Graphics and Special Effects (2 Topics are: Advanced 3D Applications and Illustration for Digital Media) - Termination (fall 2020 - 202030)

ARTV 2330, 2-D Animation II - Termination (fall 2020 - 202030)

GAME 1304, Level Design - Termination (fall 2020 - 202030)

ARTV 2335, Portfolio Development for Animation - Termination (fall 2020 - 202030)

GAME 1314, Character Sculpting - Termination (fall 2020 - 202030)

ARTV 2341, Advanced Digital Video - Termination (fall 2020 - 202030)

GAME 2386, Internship - Animation, Interactive Technology, Video Graphics and Special Effects - Termination (fall 2020 - 202030)

FLMC 1304, Lighting for Film or Video - Termination (fall 2020 - 202030)

FLMC 2305, Film-Style 3-D Animation Production - Termination (fall 2020 - 202030)