AAS DEGREE – CODE #1212

Larry Neuberger, Program Coordinator
Email address: neuberl@alfredstate.edu

The emerging field of computer imaging and animation is impacting virtually every industry and profession. The digital media and animation program will provide you with a broad range of technical, creative, and problem-solving skills to facilitate your employment in new media and animation. At the core of the program is a sequence of studio courses that enhances individual artistic creativity and provides instruction in the traditional arts and industry-standard computer graphics software.

ADVANTAGES

- Students develop critical thinking skills by completing rigorous problem-solving activities.
- Gain experience creating a professional presentation, as well as evaluating, revising, and defending ideas and artistic decisions in presented work.

DIRECT ENTRY INTO BACCALAUREATE DEGREE PROGRAMS

Alfred State digital media and animation AAS graduates may enter directly into the digital media and animation BS, the interdisciplinary studies BTech, or the technology management BBA degree program.

OCCUPATIONAL OPPORTUNITIES

- Animation
- Interactive media
- Digital imaging
- Media design
- Fine art

RELATED PROGRAMS

Computer Engineering Technology
Graphic and Media Design
Information Technology: Web Development

ENTRANCE REQUIREMENTS/RECOMMENDATIONS

Required: Algebra, Geometry

Recommended: Algebra 2

OFFICE OF ACCESSIBILITY SERVICES

Students who believe they need a reasonable accommodation to properly participate in this program may contact Melanie Ryan in the Office of Accessibility Services. This office may be contacted by email at oas@alfredstate.edu or by phone at 607-587-4506. Please keep in mind that some accommodations may take time to implement, so students seeking accommodations are encouraged to contact OAS as early as possible.

REQUIRED EQUIPMENT

A tier 4 laptop computer is required for students entering the digital media and animation program. Laptop specifications are available at www.alfredstate.edu/required-laptops.

DIGITAL MEDIA AND ANIMATION (AAS DEGREE)

TYPICAL FOUR-SEMESTER PROGRAM

First			
DGMA	1403	Digital Foundations I	3
DGMA	1413	Foundations:Form/ Space Rltnshp	3
DGMA	1423	Intro to Visual Communication	3
FNAT	1313	Art History	3
COMP	1503	Freshman Composition	3
			15

Second			
DGMA	2403	Introduction to 3D Animation	3
FNAT	2423	3D Design/Color	3
FNAT	2433	Figure and Motion	3
GLST	2113	Global Perspectives:Spcl Topic	3
MATH	xxx3	Gen Ed - Math Elective	3
			15

Third			
DGMA	3403	Intermediate 3D Animation	3
DGMA	3603	Production I	3
DGMA	1333	Survey of Animatn & Visual Eff	3
XXXX	xxx3	Gen Ed - Natural Science Elective	3
LITR	2813	Introduction to Film	3
			15

Fourth			
XXXX	xxx3	Gen Ed-Social Science Elective	3
SPCH	1083	Effective Speaking OR	3
SPCH	xxx3	Effective Speaking Equivalent	3
FNAT	3513	Art History II	3
DGMA	xxx3	Technical Elective	3
DGMA	4003	2D Animation	3
XXXX	xxx3	Gen Ed/LAS Elective	3
			18

Minimum of "C" is required for all core courses.

Students are required to complete a digital portfolio assignment and annual review to meet graduation requirements.