

# VISUAL MEDIA DESIGN - EMPHASIS IN ANIMATION AND GAME DEVELOPMENT - AAS



## Agriculture, Business, Computers and Technology

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For course descriptions and course prerequisites, click on the course name.

### Total Credit Hours

This degree requires 64 credit hours.

### Requirements

Course	Title	Credits
<a href="#">AN101</a>	Digital Animation I	3
<a href="#">AN103</a>	Storyboard Techniques	1
<a href="#">AN105</a>	Visual Effects and Compositing	3
<a href="#">AN202</a>	Digital Animation II	3
<a href="#">AN204</a>	Character Animation	3
<a href="#">AN220</a>	Video Game Development	4
<a href="#">AN222</a>	Animation and Game Development Capstone	5
<a href="#">CS111</a>	Visual Basic Programming	3
<a href="#">IS104</a>	Microcomputer Applications	3
<a href="#">IS120</a>	Vector Graphics	3
<a href="#">MP113</a>	Video Editing and Post-Production I	3
<a href="#">AR134 OR JP118</a>	Introduction to Digital Imagery--Photoshop	3
<a href="#">AR135 or JP119</a>	Advanced Digital Imagery	3
General Education Options		15
Visual Media Design Electives		9