



Animation and Motion Graphics

Program: Art Transfer

Program Code:

AT_AMG

Academic Area:

Arts and Humanities

Type:

Associate in Arts

CIP Code:

50.0102

Program Statement

In this program, students build a foundation in drawing and design, utilizing both analog and digital technologies. The hands-on, structured curriculum supports students working toward story-telling through time-based media. In their second year, they choose electives to focus on animation or motion graphics. Studio courses emphasize visual language, drawing from observation, creative thinking and technical skills. Students prepare to transfer to a four-year program in animation and game arts, or film and video, or related disciplines.

Program Information

- Students develop their creative and technical potential while building a strong portfolio showcasing their abilities for use in transferring or directly towards the job market.
- Classes use industry-standard software and hardware in dedicated design computer labs and studios. Students can take advantage of open lab and studio time to work on their projects and collaborate with classmates.
- Faculty are all artists and designers whose current professional practice informs their teaching. The program is flexible enough to support students' specific goals, allowing students to build skills in areas ranging from 3D modeling to motion graphics, and from advanced figure drawing to stop-motion. Students work with a program-specific advisor to choose electives to best support their goals.

Additional Information

Full-time students should take 3 studio courses per semester. ART 101 should be taken in your first semester; ART 201 should be taken in your final year as you prepare for transfer and the workforce. Advanced studio courses require prerequisites or faculty permission to enroll. Program-specific tutors can help support skill-development in observation drawing as well as mastering digital technologies.

Consult with your program-specific advisor when developing your course schedule each semester for sequencing and selecting courses to best support your goals. Your advisor can also help with dual enrollment as appropriate to prepare you to transfer for a related discipline.



After Bristol

Students transfer to four-year programs leading to careers in animation & game arts, film & video, interactive design, sound design, motion graphics, broadcasting, special effects and virtual reality. Recent graduates have transferred to School of Visual Arts, Emerson College, UMass Dartmouth, Woodbury University, Bridgewater State University, and MassArt.

Infused General Education Competencies

Ethical Dimensions, Multicultural Perspective, Oral Communication

Degree Requirements

General Courses

Course #	Title	Credits
ART 106	Survey of Art History II: Modern Art	3
ART 205	Topics in Contemporary Art	3
ENG 101	Composition I: College Writing	3
ENG 102	Composition II: Writing about Literature	3

Elective Courses

Course #	Title	Credits
	Scientific Reasoning and Discovery Elective - Lab	4
	Quantitative and Symbolic Reasoning Elective	3

Studio Foundation

Course #	Title	Credits
ART 101	Visual Art Colloquium	1
ART 111	Drawing I	3
ART 112	Drawing II	3
ART 121	Two-Dimensional Design	3
ART 151	Digital Photography	1
ART 260	Computer Graphics	3
	ART 122 or ART 132	3



Advanced Studio

Course #	Title	Credits
ART 201	Careers in the Visual Arts	2
ART 261	Graphic Design I	3
ART 266	Typography Design	3
ART 280	Electronic Imaging	3
ART 281	Web Animation	3
	ART 282 or ART 285	3

Program Electives

Choose three of the following or an ART course approved by the program coordinator.

Course #	Title	Credits
	Program Electives	9

Recommended Course Sequence - Semester 1

Course #	Title	Credits
ART 101	Visual Art Colloquium	1
ART 106	Survey of Art History II: Modern Art	3
ART 111	Drawing I	3
ART 121	Two-Dimensional Design	3
ART 260	Computer Graphics	3
ENG 101	Composition I: College Writing	3

Recommended Course Sequence - Semester 2

Course #	Title	Credits
ART 112	Drawing II	3
ART 151	Digital Photography	1
ART 280	Electronic Imaging	3
ART 281	Web Animation	3
ENG 102	Composition II: Writing about Literature	3
	ART 122 or ART 132	3

Recommended Course Sequence - Summer

Consider taking Gen Ed or studio courses to reduce semester load.



Recommended Course Sequence - Semester 3

Course #	Title	Credits
ART 201	Careers in the Visual Arts	2
ART 205	Topics in Contemporary Art	3
ART 261	Graphic Design I	3
ART 266	Typography Design	3

Recommended Course Sequence - Semester 4

Course #	Title	Credits
	ART 282 or ART 285	3
	Scientific Reasoning and Discovery Elective - Lab	4
	Quantitative and Symbolic Reasoning Elective	3
	Total credits:	62

Category Descriptions

Scientific Reasoning and Discovery Elective - Lab

Credits: 4

Choose one Scientific Reasoning and Discovery elective. (4 Credits)

Quantitative and Symbolic Reasoning Elective

Credits: 3

Choose one Quantitative and Symbolic Reasoning elective.

ART 122 or ART 132

Credits: 3

Choose one of the following:

Course #	Title	Credits
ART 132	Three-Dimensional Design II	3

ART 282 or ART 285

Credits: 3

Choose one of the following:



Course #	Title	Credits
ART 282	Character Animation	3
ART 285	Motion Graphics	3

Program Electives

Credits: 9

Choose three of the following or an ART course approved by the program coordinator.

Course #	Title	Credits
ART 211	Drawing III	3
ART 216	Introduction to Illustration	3
ART 282	Character Animation	3
ART 285	Motion Graphics	3
ART 292	Design Studio	3
COM 159	Advanced Television and Digital Production Practicum	3
INT 210	Internship Experience I	3
MUS 117	Sound Design for Multimedia	3