# Animation and Motion Graphics 

Program: Art Transfer<br>Program Code:<br>AT_AMG<br>Academic Area:<br>Arts and Humanities<br>Type:<br>Associate in Arts<br>CIP Code:<br>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 fouryear 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 programspecific 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: | $\mathbf{6 5}$ |  |

## 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 |

