Digital Film Arts & Animation
Associate of Applied Science
Digital Arts Animation Concentration

Full-Time, Fall Start

www.pima.edu/digital-film-aas

Develop your skills at creating animation and visual effects for television, movies, video games and other forms of media. Students produce a digital/interactive portfolio demonstrating their interactive design, animation graphics, video editing and technical skills. Students also have internship opportunities. Students intending to transfer into a digital/film arts program at a university, should pursue an Associate of Arts degree.

Title IV Financial Aid eligible: Yes

What can I do with this degree?

Career options: Work in television, film, video game and audio production, including as a producer, editor, director, writer, camera operator, sound designer, web designer or graphic designer

Academic options: This program may apply toward a Bachelor of Applied Science (BAS). See an advisor.

CHOOSE YOUR COURSES WITH YOUR COLLEGE ADVISOR

Placement

Students must meet prerequisite standards before taking WRT 101 and to meet the Math Competency, required in the pathway below. If you are not prepared for these courses based on placement results you will need to take courses to build your skills prior to taking them. The sequence of courses follows.

Math: ICS 081 > MAT 092

Reading: ACL 080 > REA 091

Writing: ACL 080 > WRT 090 > WRT 101 (or WRT 101S can replace both WRT 090 and WRT 101)

If BUS 151, GTM 105, or a MAT course higher than MAT 106 is chosen additional coursework may be needed.

Semester Pathway

This pathway is a suggested sequence of courses for your program of study. Work with an advisor to develop a unique pathway for you based on your placement recommendations, any prior college courses and your specific situation.

General Education Note: When General Education (Gen. Ed.) credits are listed below, select from the appropriate General Education course list linked from the program website. Some programs recommend specific courses.

For this pathway, ensure that one Gen. Ed. course fulfills the C or G requirement.

Semester 1 - Fall (Semester Total: 15 credits)
DAR 101: Color Rendering/Theory (4 credits)
DAR 103: Intro to Digital Video and Film Arts (3 credits)
DAR 120: Applied Computer Graphics (4 credits)
STU 100: College Success Skills (1 credit)
WRT 101: English Compositions I (3 credits)

Semester 3 - Spring (Semester Total: 16 credits)

DAR 115: Digital Video Editing (4 credits)

DAR 122: Desktop Graphics Illustrator (4 credits)

DAR 140: Digital Arts Illustration Studio: Illustration Techniques and Media (4 credits)

DAR 176: Digital Animation (4 credits)

Semester 4 - Fall (Semester Total: 15 credits)

DAR 221: Photo Image Editing: Adobe Photoshop (4 credits)

DAR 250: Computer 2D Animation: Adobe After Effects (4 credits)

DAR 251: Computer 3D Animation: Maya (4 credits)

WRT 102: English Composition II (3 credits)

Semester 5 - Spring (Semester Total: 16-18 credits)

DAR 124: Writing for Film & Television (3 credits)

DAR 258: Advanced Computer 3D Animation: Maya (4 credits)

Gen Ed.: CTE Arts & Humanities List (3-4 credits)

Gen Ed.: CTE Mathematics and Science List (3-4 credits)

Gen Ed.: CTE Social & Behavioral Sciences List (3 credits)

PROGRAM TOTAL: 62-64 credits

Program/Major/Concentration Codes: AASDAA/DAA/DAAA

Find more information about this program at:
www.pima.edu/digital-film-aas