# AAS in Animation & Game Art to
## Bachelor of Applied Arts and Sciences
### Guided Pathway
2018-2019 Catalog

## First Year – Collin College

| FIRST SEMESTER | SECOND SEMESTER |
|---|---|
| ARTC 1305 – Basic Graphic Design | ARTC 1302 – Digital Imaging I |
| ARTC 1325 – Introduction to Computer Graphics | ARTV 1341 – 3-D Animation I |
| ARTV 1345 – 3-D Modeling and Rendering I | FLMC 1331 – Video Graphics and Visual Effects I |
| ARTV 1371 – Storyboard and Concept Development | GAME 1303 – Intro to Game Design & Development |
| CENGL 1301 – Composition I | CMATH 1332 – Contemporary Mathematics* |
| FLMC 1301 – History of Animation Techniques | |

| **Total Semester Hours: 18** | **Total Semester Hours: 15** |

## Second Year – Collin College

It's best to apply to University of North Texas a full semester before you plan to transfer. It will help if you submit a copy of this pathway with your application.

| FIRST SEMESTER | SECOND SEMESTER |
|---|---|
| ARTV 1303 – Basic Animation | ARTV 2335 – Portfolio Development for Animation (Capstone) |
| ARTV 1351 – Digital Video **OR** <br> GAME 2359 – Game and Simulation Group Project | ARTV 2351 – 3-D Animation II |
| ARTV 2345 – 3-D Modeling and Rendering II | CPSYC 2301 – General Psychology* |
| GAME 2325 – 3-D Animation II – Character Set-Up | CSPCH 1311 – Intro to Speech Communication* |
| CARTS 1301 – Art Appreciation* | |

| **Total Semester Hours: 15 SCH** | **Total Semester Hours: 12 SCH** |

### AAS: Animation & Game Art

You will need to apply for the associate's degree at your community college. Contact your advisor there for more information.

## Third Year – University of North Texas

| FIRST SEMESTER | SECOND SEMESTER |
|---|---|
| CPSCI 2305 – American Gov't: Process & Policies **(GOVT 2305)** | CPSCI 2306 – American Gov't: Laws & Institutions **(GOVT 2306)** |
| CBIOL 1132 – Environ. Science* **(BIOL 2406)** | CPHYS 1062 – Stars & Universe* **(PHYS 1403)** |
| CENGL 1320 – College Writing II **(ENGL 1302)** | BAAS 3020 –Fundamentals of Inquiry & Discovery |
| LTEC 1100 – Computer Applications* | LTEC 3220 – Computer Graphics in Education and Training* |
| ASTU 3460 – New Media Art: Experimental 3D* | LTEC 4210 – Digital Multimedia in Education and Training* |

| **Total Semester Hours: 15** | **Total Semester Hours: 15** |

## Fourth Year – University of North Texas

| FIRST SEMESTER | SECOND SEMESTER |
|---|---|
| BAAS 3000 – Pathways to Civic Engagement | BAAS 4980 - Managing a 21st Century Career |
| CHIST 2610 – US History to 1865 **(HIST 1301)** | CHIST 2620 – US History since1865 **(HIST 1302)** |
| CPHIL 4200 – Science, Technology and Society | CENGL 3450 – Short Story |
| LTEC 3260 – Web Authoring* | LTEC 4121 - Technical Presentation Skills* |
| LTEC 3530 – Data Communications* | BCIS 3615 – Visual Display of Business Information* |

| **Total Semester Hours: 15** | **Total Semester Hours: 15** |

**This is not an official degree plan. Check with an advisor; degree plans may change in later catalogs.**
Part-time students may also follow this sequence. Developmental coursework may be required.

\* You may take a different course to meet this requirement. A specific list is available from your advisor.

C This course counts for the Core Curriculum at any public college or university in Texas.

() Course numbers shown in parentheses are equivalent to these courses at UNT.

+Students can choose a different specialization and should speak with an advisor about their options. Examples of specializations include, but are not limited to: English as a Second Language (ESL), Leadership Development, Logistical Operations, Aviation Operations, Digital Language Curation, and Computational Logistics.

*For questions about the UNT portion of this guided pathway,*

*Contact the Applied Arts and Science Academic Advising Office at (940) 369-8129 or baas@unt.edu.*