MOTION GRAPHICS, GRAPHIC COMMUNICATIONS, AAS

Program Code: GC Motion Graphics Emphasi-AAS

Program Description

The Associate of Applied Science, Graphic Communications, offers classes that lead to the completion of a professional, industry-based AAS degree. The Motion Graphics Emphasis develops design skills and knowledge in areas of motion and time-based media, including storyboarding, video production, sound, traditional and 2D animation techniques, and 3D animation. Instruction includes the use of industry standard graphics software, and program computer labs are equipped with the latest Apple computers with support scanners, printers, a sound recording facility and a complete prepress/print shop facility.

Recommended Course Schedule

1st semester		Units
ART 101	Drawing I	3
GRC 100	Introduction To Graphic Arts and Media Technologies	3
GRC 116	Introduction to Digital Art & Design	3
English [1]		3
Math [2]		3
	Semester Total	15
2nd semester		
GRC 117	Introduction to Motion Graphics	3
VIS 120	Introduction to Animation	3
GRC 135	Storyboarding	3
Communications [1]		3
Fine Arts-Humanities-Social Science/Diversity [2]		3
	Semester Total	15
3rd semester		
GRC 182	Digital Video Production	3
GRC 200	Design Thinking & Methodologies	3
Emphasis Course		3
Science [1]		3
US/NV Constitution [2]		3
	Semester Total	15
4th semester		
GRC 282	Motion Graphics for Video	3
GRC 294	Portfolio Workshop	3
Emphasis Course		3
ENG/ART/GRC/VIS Course [3]		3
Human Relations [2]		3
	Semester Total	15
	Total Units	60

[1] See approved General Education list for the AAS Degree. (https://catalog.tmcc.edu/degrees-certificates/general-education/aas/)

[2] See program recommendations or requirements.

[3] See Graphic Communications Faculty Adviser for graphic communications elective requirements.

Program Requirements

AAS degrees are generally non-transfer degrees designed for students to enter the workforce.

To earn an AAS degree, students must:

1. Maintain a minimum cumulative GPA of 2.0 (see requirements for graduation.)
2. Complete a minimum of 15 units within the college.
3. Satisfy General Education requirements for the AAS (https://catalog.tmcc.edu/degrees-certificates/general-education/aas/).
4. Have no financial or library obligation to the college.

Code	Title	Units
General Education Requirements		
Diversity		*[3]*
Recommended:		
AAD 201	History of the Built Environment [1]	
Communications/English		*6*
Recommended:		
BUS 106	Business English (English)	
BUS 107	Business Speech Communications (Communications)	
COM 113	Fundamentals of Speech Communications (Communications)	
ENG 100	Composition Enhanced	
ENG 101	Composition I (Communications or English)	
ENG 102	Composition II (Communications or English)	
ENG 107	Technical Communications I (Communications or English)	
ENG 113	Composition I for International and Multilingual Students (Communications or English)	
ENG 114	Composition II For International and Multilingual Students (Communications or English)	
Fine Arts/Humanities/Social Science		*3*
Recommended:		
AAD 201	History of the Built Environment	
Human Relations		*3*
Recommended:		
MGT 212	Leadership and Human Relations	
EPY 101	Educational, Career, and Personal Development	
Mathematics		*3*
Recommended:		
BUS 117	Business Calculations and Methods	
or MATH 120	Fundamentals of College Mathematics	
Science		*3*
U.S. and Nevada Constitutions		*3*

	Recommended:	
PSC 101	Introduction to American Politics	
or CH 203	American Experiences and Constitutional Change	
Degree Requirements [2]		
ART 101	Drawing I	3
GRC 100	Introduction To Graphic Arts and Media Technologies	3
GRC 116	Introduction to Digital Art & Design	3
GRC 117	Introduction to Motion Graphics	3
GRC 200	Design Thinking & Methodologies	3
GRC 294	Portfolio Workshop	3
Motion Graphics Emphasis Requirements [2]		
VIS 120	Introduction to Animation	3
GRC 135	Storyboarding	3
GRC 282	Motion Graphics for Video	3
GRC 182	Digital Video Production	3
GRC 284	3D Modeling and Texturing	3
Electives - choose two classes [2]		*6*
GRC 132	Drawing for Animation	
GRC 153	Commercial Printing Processes	
GRC 175	Web Design I	
GRC 210	Typography I	
GRC 220	Graphic Design I	
GRC 235	3D Character Animation I	
GRC 245	3D Character Animation II	
GRC 275	Web Design II	
GRC 299	Independent Study	
ART 201	Life Drawing I	
MUS 231	Recording Technology I	
MUS 239	Virtual Studio Technology I	
IDS 299	General Internship Program	
Total Units		**60**

[1] Course may also count toward additional degree requirements. Please consult with Academic Advisement.

[2] See Graphic Arts & Media Technology Faculty Adviser for sequencing of GAMT requirements.

Program Outcomes

Students completing the degree will:

PSLO1: Identify and apply historical and current design theories and concepts in the production of visually engaging media that meets the requirements of the graphic communications industry.

PSLO2: Acquire a broad skill set in current graphics related technologies, including computer software applications, processes and other production techniques used in the graphic communications industry.

PSLO3: Develop and assemble a portfolio of work that will illustrate and communicate their visual design skills at a professional level.