Visualization Technology AAS DEGREE

Program Overview
This program prepares students for jobs in the exciting computer graphics and animation field. Students will learn how to take an idea from concept through production, including computer graphics, computer animation, sound and video.

Computer Graphics Specialists can work in a wide variety of creative jobs including web design, film and animation production, CD ROM production and any organization that can benefit from these special talents. With more and more animation moving to the desktop, the computer graphics specialist is becoming a high demand career.

The student should be creative and have excellent communication skills. Students should exhibit qualities of patience and precision and enjoy working both independently and on team projects.

Career Opportunities
The computer graphics field relates to many jobs in the multimedia area including but not limited to:

- Web Designer
- Computer Animator
- Computer Game Designer and Developer
- Multimedia Developer

Program Outcomes
1. Graduates will design multiple visual graphic projects using industry standard software in both print and web formats.
2. Graduates will develop multiple websites using various HTML tools for both standard and mobile platforms.
3. Graduates will demonstrate fundamental animation techniques in both 2D and 3D environments.
4. Graduates will develop web based student portfolios to promote employment opportunities.

Transfer Opportunities
Saint Paul College has a transfer articulation agreement between the following program and post-secondary institution for the baccalaureate degree program listed below.

For more information please go to saintpaul.edu/Transfer.

Visualization Technology AAS
BA Individualized Studies
Metropolitan State University
BS Information Technology
Saint Mary's University, Twin Cities Campus
BS Marketing
Saint Mary's University, Twin Cities Campus
BS Operations Management
Minnesota State University, Moorhead

Program Faculty
Darren Pearson
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Recommended Equipment
USB Drive, Digital Camera, Adobe Software

Estimated Book Cost
$50 - $75 per class

Program Requirements
☐ Check off when completed

Course | Cr
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☐ CSCI 1450 Web Fundamentals/HTML | 4
☐ DGIM 1400 Introduction to Computer Graphics | 4
☐ DGIM 1448 Adobe Animate 1 | 2
☐ DGIM 1449 Adobe Animate 2 | 2
☐ DGIM 1480 InDesign | 2
☐ DGIM 2560 Illustrator | 4
☐ DGIM 2569 Digital Portfolio Development | 2
☐ DGIM 2587 Digital Video 1 | 2
☐ DGIM 2588 Digital Video 2 | 2
☐ Technical Electives | 4
Any 4 credits in DGIM or CSCI; ensure technical elective is not part of selected emphasis

Subtotal | 28
Select one of the emphases listed below

Web Emphasis
☐ CSCI 1470 Web Design | 4
☐ DGIM 1443 Graphical Web Design 1 | 2
☐ DGIM 1444 Graphical Web Design 2 | 2
☐ DGIM 1483 Photoshop 1 | 2
☐ DGIM 1484 Photoshop 2 | 2
Total Emphasis Credits | 12

Animation Emphasis
☐ DGIM 1490 3D Animation Fundamentals | 4
☐ DGIM 2520 3D Character Animation | 4
☐ DGIM 2704 3D Animation Capstone | 4
Total Emphasis Credits | 12

General Education/MnTC Requirements
Refer to the Minnesota Transfer Curriculum Course List for each Goal Area

☐ Goal 1: Communication | 7
ENGL 1711 Composition 1 – 4 cr
COMM 17XX – 3 cr
☐ Goal 4: Mathematics/Logical Reasoning | 3
MATH 1730 College Algebra – 3 cr OR
PHIL 1710 Logic – 3 cr
☐ Goal 5: History, Social Science and Behavioral Sciences | 3
☐ Goal 6: Humanities and Fine Arts | 3
☐ Goals 1-10 of the Minnesota Transfer Curriculum | 4
Select a minimum of 4 additional credits
General Education Requirements | 20

Total Program Credits | 60

Minimum Program Entry Requirements
Students entering this program must meet the following minimum program entry requirements:

Reading: Score of 250+ or grade of “C” or better in READ 0722

Writing: Score of 250+ on Reading Comprehension or grade of “C” or better in ENGL 0922

Quant. Reasoning, Algebra & Stats:
Score of 270+ or Adv. Algebra & Functions:
Score of 250+ or grade of “C” or better in MATH 0920

Assessment Results and Prerequisites:
Students admitted into Saint Paul College programs may need to complete additional courses based on assessment results and course prerequisite requirements. Certain MATH, READ, and ENGL courses have additional prerequisites.

Information is subject to change. This Program Requirements Guide is not a contract.
Visualization Technology  AAS DEGREE (continued)

Course Sequence
The following course sequence is recommended; however, this sequence is not required.
Contact the Program Faculty with questions.

First Semester
CSCI 1450 Web Fundamentals/HTML ............. 4
DGIM 1400 Introduction to Computer Graphics .... 4
DGIM 1448 Adobe Animate 1  ................... 2
Goal 1: ENGL 1711 Composition I  ................ 4
Total Semester Credits ............................. 14

Second Semester
DGIM 1449 Adobe Animate 2  ................... 2
DGIM 2560 Illustrator  .......................... 4
Goal 1: COMM 17XX  .......................... 3
Goal 5: History, Social and Behavioral Sciences .... 3
Emphasis Course  ................................. 4
Total Semester Credits ............................. 16

Third Semester
DGIM 2569 Digital Portfolio Development ......... 2
DGIM 2587 Digital Video 1 ...................... 2
Goal 4: MATH 1730 College Algebra
   OR PHIL 1710 Logic .......................... 3
Emphasis Course  ................................. 4
Technical Elective(s) ............................. 4
Total Semester Credits ............................. 15

Fourth Semester
DGIM 1480 InDesign ........................... 2
DGIM 2588 Digital Video 2  ...................... 2
Goal 6: Humanities and Fine Arts ................. 3
MnTC Electives  ................................. 4
Emphasis Course  ................................. 4
Total Semester Credits ............................. 15

Total Program Credits ............................. 60