

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 have knowledge and skills in web design.
2. Graduates will have knowledge and skills in digital photography.
3. Graduates will have knowledge and skills in digital sound and video production.
4. Graduates will have developed an online portfolio of work
5. Graduates will have knowledge of freelancing and self-employment business practices

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 darren.pearson@saintpaul.edu

Recommended Equipment

USB Drive, Digital Camera, Adobe Software

Estimated Book Cost

\$50 - \$75 per class

Program Requirements

Check off when completed

Course	Cr
<input type="checkbox"/> CSCI 1450 Web Fundamentals/HTML	4
<input type="checkbox"/> DGIM 1400 Introduction to Computer Graphics	4
<input type="checkbox"/> DGIM 1448 Adobe Animate 1	2
<input type="checkbox"/> DGIM 1449 Adobe Animate 2	2
<input type="checkbox"/> DGIM 2560 Illustrator	4
<input type="checkbox"/> DGIM 2569 Digital Portfolio Development	2
<input type="checkbox"/> DGIM 2587 Digital Video 1	2
<input type="checkbox"/> DGIM 2588 Digital Video 2	2
<input type="checkbox"/> Technical Electives	6
Any 6 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

<input type="checkbox"/> CSCI 1470 Web Design	4
<input type="checkbox"/> DGIM 1443 Graphical Web Design 1	2
<input type="checkbox"/> DGIM 1444 Graphical Web Design 2	2
<input type="checkbox"/> DGIM 1483 Photoshop 1	2
<input type="checkbox"/> DGIM 1484 Photoshop 2	2
Total Emphasis Credits	12

Animation Emphasis

<input type="checkbox"/> DGIM 1490 3D Animation Fundamentals	4
<input type="checkbox"/> DGIM 2520 3D Character Animation	4
<input type="checkbox"/> 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

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

Total Program Credits 60

Program Start Dates

Fall, Spring

Part-Time/Full-time Options

This program can be completed by using a combination of day, evening, and Saturday courses. Part-time and full-time options are available.

Course Sequence

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

See back of this guide for Course Sequence

Minimum Program Entry Requirements

Students entering this program must meet the following minimum program entry requirements:

Reading: Score of 78+ or grade of "C" or better in READ 0722

Writing: Score of 78+ or grade of "C" or better in ENGL 0922

College Level Mathematics: Score of 50+ 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.

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*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 2588 Digital Video 2	2
Goal 6: Humanities and Fine Arts	3
MnTC Electives	4
Technical Elective	2
Emphasis Course	4
Total Semester Credits	15

Total Program Credits	60
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