



### DIGITAL ART & DESIGN

### Associate in Applied Science

Curriculum Requirements: 60 credits  
START HERE

1

SEMESTER 1 - FALL	Credits	Milestone	Completed
ART 120 Introduction to Drawing	3	★	<input type="checkbox"/>
ART 126 Foundations of Design	3	★	<input type="checkbox"/>
ENG 101 College Composition	3		<input type="checkbox"/>
MUL 110 Digital Imaging	3	★	<input type="checkbox"/>
MAT 118 Quantitative Reasoning	3		<input type="checkbox"/>
			<input type="checkbox"/>
<b>Total Credits</b>	<b>15</b>		

2

SEMESTER 2 - SPRING	Credits	Milestone	Completed
ART 136 Digital Photography	3		<input type="checkbox"/>
MUL 220 Sound Design & Multi-track Editing	3	★	<input type="checkbox"/>
MUL 130 Motion Graphics	3	★	<input type="checkbox"/>
MUL 101 Media Project Management	3	★	<input type="checkbox"/>
General Education Core IV	3		<input type="checkbox"/>
			<input type="checkbox"/>
<b>Total Credits</b>	<b>15</b>		

3

SEMESTER 3 - FALL	Credits	Milestone	Completed
MUL 180 2D Game Design	3	★	<input type="checkbox"/>
MUL 225 3D Modeling & Character Animation	3	★	<input type="checkbox"/>
MUL 230 Computer Animation	3	★	<input type="checkbox"/>
General Education Core I	3		<input type="checkbox"/>
ART 126 Foundations of Design	3		<input type="checkbox"/>
			<input type="checkbox"/>
<b>Total Credits</b>	<b>15</b>		

4

SEMESTER 4 - SPRING	Credits	Milestone	Completed
MUL 175 Texture & Lighting	3	★	<input type="checkbox"/>
MUL 210 Advanced Digital Imaging	3	★	<input type="checkbox"/>
MUL 265 Final Media Portfolio	3	★	<input type="checkbox"/>
General Education Core III	3		<input type="checkbox"/>
Open Elective	3		<input type="checkbox"/>
			<input type="checkbox"/>
<b>Total Credits</b>	<b>15</b>		

**YOU'VE FINISHED!**



#### Program Milestones

Program milestone courses should be taken in the term and order noted.



#### Make Your Summers Matter

Program Elective List:

Core I courses have the following prefixes:  
ENG, SPE.

Core III courses have the following prefixes:  
ECO, POS, PSY, SOC.

Core IV courses have the following prefixes:  
BIO, CHM, MAT, PHY, SCI.

#### General Advising Notes

MUL 110, ART 122, and ART 120 are prerequisites for most program courses and should be taken in the first semester.

The following courses are only offered in the fall semester:

ART 122 / MUL 110 / MUL 180 / MUL 225 /  
MUL 230

The following courses are only offered in the spring semester:

MUL 101 / MUL 130 / MUL 175 / MUL 210 /  
MUL 220 / MUL 265

The sequencing of courses in this program begins in the fall semester. Students entering in the spring or summer will likely take longer than two years to complete the program.

## Program Description

The Associate of Applied Science Degree Digital Art & Design prepares individuals to apply technical knowledge and skills to the creation and manipulation of content for digital creative content. Students use computer applications and related foundational techniques to develop conceptual content into usable electronic resources for imaging, animating, and digital content with those resources. The program includes instruction in specialized computer software and applications to specific commercial, industrial, and entertainment needs of creative digital content. Students gain knowledge and develop skills to work in the areas of interactive multimedia including: storyboarding, 2D animation, basic game design, 3D object and character design, texturing & lighting, animating, special effects, sound design and rendering final output to a demo reel.

## Program Learning Outcomes

Upon successful completion of the Associate of Applied Science Degree in Digital Art & Design graduates will be able to:

- Demonstrate technical skills in traditional and digital art, applying principles of design to their work.
- Demonstrate broad knowledge of software applications related to digital art.
- Develop media content that displays both current technical knowledge and traditional design principles.
- Collaborate as a team in the development of media content from concept to production.
- Communicate effectively with clients and colleagues in bringing ideas from concept to production
- Research design trends to choose appropriate fonts, imagery, and colors for an array of design projects.
- Analyze the appropriate demographic influences on design trends and product development.

## Career Opportunities

The growing field of Digital Art & Design is for those who are creative, interested in the visual arts, comfortable with working in computer environments, enjoy working with people, and are looking for new challenges every day. Qualified graduates can expect to find entry level positions in businesses ranging from gaming and animation to traditional design companies; including TV stations, film production companies and architectural firms; media boutiques, special effects houses, corporate communication centers, web design, and government agencies.

*Articulation agreements exist between York County Community College and various colleges and universities. Please work with your advisor for information regarding these agreements.*

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visit [www.yccc.edu](http://www.yccc.edu) \* 112 College Drive, Wells, Maine