***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.

**First Year - Collin College**

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| **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 | FLMC 1331 - Video Graphics and Visual Effects I |
| ARTV 1371 - Storyboard and Concept Development | GAME 1303 - Introduction to Game Design and Development |
| ENGL 1301 - Composition I | ARTV 1303 - Basic Animation |
| FLMC 1301 - History of Animation Techniques |  |
| **Total Semester Hours: 18** | **Total Semester Hours: 15** |

**Second Year – Collin College**

It’s best to apply to ***UNT*** a full semester before you plan to transfer. It will help if you submit a copy of this pathway with your application.

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| **FIRST SEMESTER** | **SECOND SEMESTER** |
| ARTV 2345 - 3-D Modeling and Rendering II | ARTV 2335 - Portfolio Development for Animation (Capstone) |
| ARTV 2351 - 3-D Animation II | GAME 2325 - 3-D Animation II – Character Set- Up |
| General Education - [Humanities / Fine Arts](https://www.collin.edu/academics/programs/AAS_GenEd.html) course | General Education - Social / Behavioral Science course |
| General Education - [Mathematics / Natural Science](https://www.collin.edu/academics/programs/AAS_GenEd.html) course | SPCH 1311 - Introduction to Speech Communication  (See [Speech](https://www.collin.edu/academics/programs/AAS_GenEd.html) Options) |
| ARTV 1351 - Digital Video  OR  GAME 2359 - Game and Simulation Group Project |  |
| **Total Semester Hours: 15** | **Total Semester Hours: 12** |

***BAAS: Applied Arts & Sciences***

Upon admittance into the University of North Texas, students pursuing the Bachelor of Applied Arts & Sciences degree will need to complete *a minimum of 60 credit hours* to meet the 120-hour requirement for this degree program. Of those 60 hours, 36 hours must be advanced-level (3000-4000 level) and 24 of the 36 advanced hours must be completed in residence at UNT. A total of 30 hours must be completed at UNT to meet the university’s residency requirement.

A diagram of a pyramid

Description automatically generated

Students will select professional development concentrations and/or a focus area in consultation with a CACS advisor. Please contact the College of Applied and Collaborative Studies Advising Office at [CACS@unt.edu](mailto:CACS@unt.edu) for assistance regarding customized concentrations and focus area options, and unofficial degree plans.

**This is not an official degree plan***.* **Check with a Collin College and UNT CACS 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
* **\***  Limited Focus Area options and number of advanced hours vary between (15-24 hours)