

Digital Arts and Design Associate of Applied Science - Campus

Degree Type

Associate of Applied Science

Environment

campus

Program Length

48 weeks

Overview

The Digital Arts & Design curriculum is specifically designed to pair art and technology to inspire and help you create groundbreaking designs for motion graphics. Throughout the curriculum, you will explore the entire design process—from concept to creation and from presentation to implementation. In these courses, you will learn the ins and outs of the current hardware and software used by professionals in the design world. As you master these concepts, you will be challenged to think about design in a new way—first understanding the intended audience for a project, then using that knowledge to direct the design of your message. You will apply this process across a wide spectrum of design projects, including 2-D and 3-D art, typography, video, and motion graphics. Learning the essential design and technology elements of this field is just one part of the Digital Arts & Design degree program. You will also have courses focusing on communication, physical science, and popular culture that will prepare you for your career in the motion-graphics industry.

Objective

Associate of Applied Science The goal of the Digital Arts & Design Associate of Applied Science degree program is to provide you with the focused knowledge and understanding of digital production needed to qualify for entry-level industry positions as production artists, graphic artists, photo editors, and various other positions in motion-graphic production. Additional skills that you will acquire in digital video production and sound design will broaden your opportunities for a variety of positions in the industry. In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will provide you a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools needed to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3.0
DEP1013	Psychology of Play	3.0

Month 2

Code	Title	Credit Hours
ENC1101	English Composition I	4.0
TEM1001	Technology in the Entertainment and Media Industries	4.0

Month 3

Code	Title	Credit Hours
ART1201	Design and Art Theory	4.0

Month 4

Code	Title	Credit Hours
DGT101	Graphic Principles I	4.0

Month 5

Code	Title	Credit Hours
DGT201	Graphic Principles II	4.0

Month 6

Code	Title	Credit Hours
GRD324	Color Theory	4.0
VSD119	Project and Portfolio I: Visual Design	3.0

Month 7

Code	Title	Credit Hours
GRD162	Concepts in Photography	4.0

Month 8

Code	Title	Credit Hours
DGT332	Typography and Page Layout	4.0

Month 9

Code	Title	Credit Hours
DGT346	Digital Audio and Video	3.0
VSD229	Project and Portfolio II: Visual Design	3.0
DADC111	Professional Development Seminar I: Digital Arts and Design	1.0

Month 10

Code	Title	Credit Hours
DGT363	Editing Digital Video	3.0

Month 11

Code	Title	Credit Hours
DGT341	Motion Graphics	4.0

Month 12

Code	Title	Credit Hours
DGT441	Advanced Motion Graphics	4.0
DAD239	Project and Portfolio III: Digital Arts and Design	3.0
DADC222	Professional Development Seminar II: Digital Arts and Design	1.0
Total Credit Hours		63

Please Note

- Associate of Applied Science (A.A.S.) degree programs are designed to prepare students for entry into technical and professional fields. A.A.S. degree programs are fully transferable into related Full Sail University bachelor's programs. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.
- Some specific courses may be offered online. Please see course descriptions for details.