

MOTION GRAPHICS, GRAPHIC ARTS AND MEDIA TECHNOLOGY, AA

Program Code: GAM Motion Graphics Emphasi-AA

Program Description

The Associate of Arts, Graphic Arts & Media Technology, offers classes that lead to transfer to a four-year institution, or entry into TMCC's Advanced Certificate program. The Motion Graphics Emphasis develops skills and knowledge in areas of design and time-based media, including storyboarding, video production, sound, 2D animation techniques, and 3D animation. Instruction includes the use of industry standard graphics software, and program computer labs are equipped with the latest Apple computers with support scanners, printers, a sound recording facility, and a stop-motion animation lab.

Graphic Arts and Media Technology Career Map (<https://sites.tmcc.edu/flipbook/career-maps/>)

Recommended Course Schedule

1st semester		Units
ART 101	Drawing I	3
GRC 100	Introduction To Graphic Arts and Media Technologies	3
GRC 116	Introduction to Digital Art & Design	3
English ⁵		3
Mathematics ⁵		3
Semester Total		15
2nd semester		Units
GRC 117	Introduction to Motion Graphics	3
VIS 120	Introduction to Animation	3
GRC 135	Storyboarding	3
English ⁵		3
Fine Art ⁵		3
Semester Total		15
3rd semester		Units
GRC 182	Digital Video Production	3
GRC 200	Design Thinking & Methodologies	3
Emphasis Course		3
Social Science/U.S. Nevada Constitutions ⁵		3
Science ⁵		3
Semester Total		15
4th semester		Units
GRC 282	Motion Graphics for Video	3
GRC 284	3D Modeling and Texturing	3
Emphasis Course		3
Humanities/Diversity ⁵		3

Science ⁵	3
Semester Total	15
Total Units	60

⁵ See general education requirements for AA/AS/

⁶ See program recommendations and requirements.

Program Requirements

Associate of Arts degrees are designed for students who plan to transfer to a four-year college or university.

To earn an AA degree, students must:

1. Maintain a minimum cumulative GPA of 2.0 (see requirements for graduation.)
2. Complete a minimum of 15 units within the college.
3. Satisfy General Education requirements for the AA (<https://catalog.tmcc.edu/degrees-certificates/general-education/aas/>).
4. Have no financial or library obligation to the college.

Code	Title	Units
General Education Requirements		
<i>English</i>		3-6
Must include ENG 102 or ENG 114 ¹		
<i>Fine Arts</i>		3
Recommended:		
ART 141	Introduction to Digital Photography	
<i>Humanities</i>		3
Recommended:		
AAD 201	History of the Built Environment	
<i>Mathematics</i>		3
MATH 120	Fundamentals of College Mathematics (or higher)	
<i>Science</i>		6
<i>Social Science</i>		3
Recommended:		
PSC 101	Introduction to American Politics	
Additional College Requirements		
<i>Diversity</i>		[3]
Recommended:		
AAD 201	History of the Built Environment	
<i>Foreign Language</i> ²		0
<i>U.S. and Nevada Constitutions</i> ³		[3]
Recommended		
PSC 101	Introduction to American Politics	
Degree Requirements		
ART 101	Drawing I	3
GRC 100	Introduction To Graphic Arts and Media Technologies	3
GRC 116	Introduction to Digital Art & Design	3
GRC 117	Introduction to Motion Graphics	3
GRC 200	Design Thinking & Methodologies	3
Emphasis Requirements ⁴		

IMPORTANT: Please see Graphic Communications Faculty Adviser for sequencing of emphasis requirements.

VIS 120	Introduction to Animation	3
GRC 135	Storyboarding	3
GRC 182	Digital Video Production	3
GRC 282	Motion Graphics for Video	3
GRC 284	3D Modeling and Texturing	3

Elective Requirements 6

Choose two courses from the following.

GRC 132	Drawing for Animation
GRC 153	Commercial Printing Processes
GRC 175	Web Design I
GRC 210	Typography I
GRC 220	Graphic Design I
GRC 235	3D Character Animation I
GRC 245	3D Character Animation II
GRC 275	Web Design II
GRC 294	Portfolio Workshop
GRC 299	Independent Study
ART 201	Life Drawing I
MUS 231	Recording Technology I
MUS 239	Virtual Studio Technology I
IDS 299	General Internship Program

Total Units 60

- ¹ If you place into ENG 102 or ENG 114, the additional 3 required units will become elective credit.
- ² Associate of Arts - Graphic Arts & Media Technology, Motion Graphics Track, is designed to transfer to the Bachelor of Arts (BA) in Visual Media at NSU, which have no Foreign Language Requirements. If transferring to UNR Bachelor of Arts (BA) there is a 0-14 credit Foreign Language requirement. Check with Academic Advisement for the latest information.
- ³ Course may also count toward degree requirements. Please consult with Academic Advisement.
- ⁴ See Graphic Arts & Media Technology Faculty Adviser for sequencing of GAMT requirements.

Program Outcomes

Students completing the degree will:

PSLO1: Identify and apply historical and current design theories and concepts in the production of visually engaging media that meets the requirements of the graphic communications industry.

PSLO2: Acquire a broad skill set in current graphics related technologies, including computer software applications, processes and other production techniques used in the graphic communications industry.

PSLO3: Acquire the skills and knowledge necessary to transfer to a four-year institution.

Transfer Agreements

AA/AS degrees are designed for students who plan to transfer to a four-year college or university. General information about general transfer agreements can be found on the Academic Advisement website (<https://www.tmcc.edu/advisement/transfer-students/transfer-agreements/>).

Students who intend to transfer to another college or university should speak with a TMCC Academic Advisor and consult with that institution. The transfer institution determines how TMCC courses will transfer. TMCC has agreements with the following institutions towards a bachelor's degree in the same or similar discipline.

- Great Basin College (<https://www.gbcnv.edu/admissions/articulation/>)