



## APPLIED TECHNOLOGIES

### Albuquerque Technical Vocational Institute Graduation Evaluation Checklist 2005- 2006 Catalog

#### COMPUTING TECHNOLOGY COMPUTER ANIMATION CONCENTRATION

#### CERTIFICATE AND DEGREE REQUIREMENTS

____ART 106	(3 credit hours)	Drawing I
____CIS 260	(1 credit hour)	Beginning Photoshop (MMS 173)
____CIS 261	(1 credit hour)	Intermediate Photoshop (MMS 174)
____CIS 262	(1 credit hour)	Advanced Photoshop (MMS 175)
____ENG 101	(3 credit hours)	College Writing (ENG 102 is acceptable substitute)
____CP 177L	(3 credit hours)	Introduction to Computer Animation/Graphics
____ART 121	(3 credit hours)	Two-Dimensional Design
____ENG 119	(3 credit hours)	Technical Communications (ENG 219 is acceptable substitute)
<i>or</i> ____COMM	(3 credit hours)	Communications Elective (COMM)
____CP 170	(3 credit hours)	Techniques for Animation Text
____CP 178L	(3 credit hours)	Computer Animation I
____CP 180	(3 credit hours)	Computer Animation Strategies and Techniques
____ART 122	(3 credit hours)	Three-Dimensional Design
____CP 179	(3 credit hours)	Computer Animation II
____CP 181L	(3 credit hours)	Alias/Wavefront Maya Certified Training
____CP 262	(3 credit hours)	Video Editing/Post Production
____CP 293	(1 credit hour)	Demo Reel Production

**TOTAL CREDITS FOR CERTIFICATE..... 40**

#### ADDITIONAL ASSOCIATE DEGREE REQUIREMENTS

____CP 103	(3 credit hours)	Mathematics for Computer Programmers
____CP 113	(3 credit hours)	Survey of Computer Animation
____CP 107	(3 credit hours)	Programming Logic and Design (CP 105)
____ACCT 101A	(3 credit hours)	Accounting 1A (May be substituted by ACCT 103) (98-2002)

_____CP 278A	(3 credit hours)	C++ Language Programming I (CP 175L/97-00)
_____MATH 121	(3 credit hours)	College Algebra
<i>or</i> _____MATH 150	(4 credit hours)	Advanced Algebra
<i>or</i> _____MATH 180	(3 credit hours)	Elements of Calculus I
_____MATH 145	(3 credit hours)	Introduction of Probability and Statistics
<i>or</i> _____MATH 245	(3 credit hours)	Fundamentals of Probability and Statistics

**ADDITIONAL NINE CREDITS**

_____CP 183	(3 credit hours)	Network Operating System (CP 283/97-00)	
_____CP 190	(3 credit hours)	Game Design Theory	
_____CP 251A	(1 credit hour)	Introduction to 3D Game Development	} CP 251=3 credits)
_____CP 251B	(1 credit hour)	Introduction to 3D Game Scripting	
_____CP 251C	(1 credit hour)	Image Processing for 3D Game Development	
_____CP 251D	(1 credit hour)	Introduction to 3D Game Modeling	
_____CP 260L	(3 credit hours)	Open GL Programming	
_____CP 261L	(3 credit hours)	Image Processing	
_____CP 274L	(3 credit hours)	Introduction to UNIX and WANs	
_____CP 284	(3 credit hours)	Visual Basic I	
_____CP 296	(1-6 credit hours)	Topics	
_____CP 297	(1-6 credit hours)	Special Problems	
_____CP 298	(3 credit hours)	Internship	
_____CP 299	(3 credit hours)	Cooperative Education	
_____BGC 202	(3 credit hours)	Digital Drawing (MMS 280/98-99)	
_____BGC 203	(3 credit hours)	Production PhotoShop (MMS 281/98-99)	
_____BGC 204	(3 credit hours)	Digital Printing Production (MMS 282/98-99)	
_____ELEC 217	(3 credit hours)	Upgrading and Repairing PCs	
_____THEA 122	(3 credit hours)	Introduction to Theater	

**TOTAL CREDIT HOURS REQUIRED FOR DEGREE.....67-68**

CHECK CATALOG FOR SPECIFIC PREREQUISITES,  
CREDITS AND CREDIT HOUR REQUIREMENTS.

STUDENT'S FULL LEGAL NAME (PRINT)

STUDENT I.D. NUMBER

PROGRAM APPROVAL SIGNATURE

10/12/05  
DATE

DEPARTMENT APPROVAL SIGNATURE

11/1/05  
DATE

ACADEMIC ADVISOR/COUNSELOR SIGNATURE

DATE

10/14/05