



## Simulation and Game Design AAS (Track I and Track II) Grade of C or higher

60 credits, General Education Courses - 15 credits

### Semester One (15 credits)

- ART 121 - Drawing I (Arts and Humanities) (3 credits)
- MGD 111 - Adobe Photoshop I (3 credits)
- MGD 164 – Digital Video Editing I (3 credits)
- MGD 163 – Sound Design I (3 credits)
- MGD 119 - Maya I (3 credits)

### Semester Two (15 credits)

- MAT 107 or Higher (Mathematics) (3 credits)
- MGD 112 - Adobe Illustrator I (3 credits)
- MGD 142 – Digital Animatics (3 credits)
- MGD 219 Maya II (3 credits)
- Track I | Track II

### Semester Three (15 credits)

- ENG 131 - Technical Writing I: CO1 (Communications) (3 credits)
- MGD 220 – Advanced Character Rigging (3 credits)
- MGD 122 – Sculpting for Digital Media (3 credits)
- MGD 165 - After Effects I (3 credits)
- Track I | Track II

### Semester Four (15 credits)

- ART 139 - Digital Photography I (Arts and Humanities) (3 credits)
- PSY 226 Social Psychology: SS3 (Social and Behavior Sciences) (3 credits)
- MGD 121 - Painter for Digital Media (3 credits)
- MGD 289 - Capstone (3 credits)
- Track I | Track II

#### Track I:

##### Animation:

- MGD153 - 3D Animation I (Semester 2) (3 credits)
- MGD253 - 3D Animation II (Semester 3) (3 credits)
- MGD257 - Animation Production (Semester 4) (3 credits)

#### Track II:

##### Game Design:

- MGD125 - 3D Modeling for Games (Semester 2) (3 credits)
- MGD167 - Game Design I (Semester 3) (3 credits)
- MGD266 - Game Design II (Semester 4) (3 credits)
- or
- MGD252 - Game Design for Mobile Devices (Semester 4) (3 credits)