

Computer Animation

Certificate

Frederick Community College Pathway

Guided Pathway to Success (GPS)

Suggested schedules map your path to degree completion.

Full-time student: Follow the green semester blocks in order.

Part-time student: Follow the blue course sequence at your own pace.

Students should meet with an advisor each semester to carefully select and sequence courses based on their specific academic goals and interests. Visit Jefferson Hall or call 301.846.2471 for advising.

Students who require developmental English or math coursework will need additional semesters to complete their letter of recognition. Summer and January term classes may help students to make faster progress.



Take this course within the first 24 credits.



Milestone course – take within recommend credit range to stay on track for completion.



This course is offered in the fall semester only.



This course is offered in the spring semester only.

1 Recommended First Semester

1	Departmental Requirement	CMIS 106 - Object Design and Programming	3 credits
2	Departmental Requirement	CMIS 175 - Game Theory & Design	3 credits
3	Departmental Requirement	CMIS 176 - Game Creation	3 credits

2 Recommended Second Semester

4	Departmental Requirement	CMIS 177 - Interactive 3D Technology	3 credits
5	Departmental Requirement	CMIS 178 - 3D Modeling & Animation	3 credits

Complete one of the following courses:

6	Departmental Requirement	CADT 101 - Introduction to AutoCAD I GRPH 111 - Graphic Design I CMIS 101 - Information Systems and Technology CMIS 140 - Java Programming CMIS 208 - C++ Programming CMIS 226 - Game Scripting	3 credits
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