

**ARTS, DIGITAL MEDIA & COMMUNICATIONS**

Program Description: The motion graphics program trains students to create visual effects and animated designs for film, broadcast, games and the web using industry-standard tools and techniques. Students study graphic design principles, production fundamentals, animation and effects pipelines and learn how to take a motion graphics presentation from concept to final output. To make sure courses are taken in the required prerequisite course order, please contact the department for advising: 512-223-4864 or 512-223-4830.

Contact:

Gary Gaber

Department Chair

ggaber@austincc.edu

512-223-4803

Colin Blankenship

Game Development Specialist

cblanken@austincc.edu

512-223-4864

Department Website:

sites.austincc.edu/cdt/

Use this **Program Map** to choose courses with your college advisor and track your progress towards milestones and completion of program.

| Pre-Degree Requirements | | |
|---|--|---|
| Program Specific | Reading and Writing Placement <i>Placements based on TSI</i> | Mathematics Placement <i>Placements based on TSI</i> |
| | <input type="checkbox"/> Basic Developmental Courses <input type="checkbox"/> ESOL Courses <input type="checkbox"/> INRW Courses | <input type="checkbox"/> NCBM and MATD courses paired with MATH courses <input type="checkbox"/> NCBM and MATD courses |
| SEMESTER-BY-SEMESTER PROGRAM PLAN FOR FULL-TIME STUDENTS <i>Plans can be modified to fit the needs of part-time students by adding more semesters</i> | | |

D=Degree

C2=Level 2 Certificate

| C2 | D | Semester 1 | CR | Advising Notes |
|----|---|--|-----------|--|
| | ● | EDUC 1300 - Effective Learning: Strategies for College Success OR Oral Communication | 3 | All first-time Austin Community College (ACC) students with fewer than 12 SCH of successful college credit must take the EDUC 1300 course in their first semester at ACC. All other students can choose a speech course from the Component Area Option section of the Core Curriculum Course List. |
| ● | ● | ARTC 1305 - Basic Graphic Design | 3 | |
| ● | ● | ARTC 1302 - Digital Imaging I OR GRPH 1359 - Vector Graphics for Production | 3 | |
| ● | ● | MOTG 1475 - Introduction to Motion Graphics, Animation and Compositing | 4 | |
| | | | 13 | Program Semester Hours / Meet with your advisor |
| | | Semester 2 | | |
| ● | ● | MOTG 1370 - Design for Motion I | 3 | Prerequisite(s): ARTC 1302 or GRPH 1359, ARTC 1305. |
| ● | ● | MOTG 1474 - Motion Design Concepts | 4 | |
| ● | ● | MOTG 2474 - Visual Effects | 4 | Prerequisite(s): ARTV 1451 or MOTG 1475, and ARTV 1302 or GRPH 1359. |
| | ● | Mathematics | 3 | Select from the appropriate section of the Core Curriculum Course List. Prerequisite(s): See Course Descriptions. |
| | | | 14 | Program Semester Hours / Meet with your program advisor |
| | | Semester 3 | | |
| ● | ● | MOTG 1471 - Post Production for Digital Media | 4 | This course is only offered once a year in the Summer and is a prerequisite to the 2nd year courses. Prerequisite(s): MOTG 1370, MOTG 1474, and MOTG 2474. |
| | ● | Social and Behavioral Sciences | 3 | Select from the appropriate section of the Core Curriculum Course List. |
| | | | 7 | Program Semester Hours / Meet with your program advisor |

| Semester 4 | | | |
|-------------------------|---|---|----|
| ● | ● | MOTG 1472 - Design for Motion II | 4 |
| ● | ● | MOTG 1473 - Motion Graphics I | 4 |
| ● | ● | MOTG 2470 - 3D for Motion Graphics | 4 |
| | | | 12 |
| Semester 5 | | | |
| ● | ● | MOTG 2371 - Motion Graphics II | 3 |
| ● | ● | MOTG 2372 - Motion Graphics Project | 3 |
| | ● | Language, Philosophy, and Culture OR Creative Arts | 3 |
| | ● | ENGL 1301 - English Composition I OR ENGL 2311 - Technical and Business Writing | 3 |
| | | | 12 |
| Semester 6 | | | |
| ● | ● | ARTV 2271 - Portfolio Workshop | 2 |
| | | | 2 |
| Total Program Hours: 60 | | | |

Please always check online at catalog.austincc.edu or meet with your academic or program advisor to ensure that you are viewing the latest and most accurate information.

Career & Transfer Resources

ACC's Career & Transfer websites provide detailed, guided information on career exploration and transfer.

www.austincc.edu/career

www.austincc.edu/transfer

For further information regarding this specific program, please see the Career & Transfer Resources supplement provided in the next section of this Program Map.

Program Map

Creative Design Technologies: Motion Graphics

Degree: Motion Graphics Specialization Associate of Applied Science (AAS)

Certificate: Motion Graphics Level 2 (C2)

Career & Transfer Resources Updated 8/18/17

Career Information

Common Job Titles

Multimedia Artists and Animators (includes 3D Animator, 3D Artist, Animation Director, Animator, Art Director, Artist, Creative Director, Graphic Artist, Graphic Designer, Illustrator).

Create special effects, animation, or other visual images using film, video, computers, or other electronic tools and media for use in products or creations, such as computer games, movies, music videos, and commercials.

Regional Labor Market Information

Multimedia Artists and Animators: New workers generally start around \$35,069. Normal pay for Multimedia Artists and Animators is \$56,353 per year, while highly experienced workers can earn as much as \$83,502. Over the last year, 37 companies have posted 211 jobs for Multimedia Artists and Animators in this region. There are currently 658 Multimedia Artists and Animators that are employed in Austin-Round Rock, TX.

Source: <https://austincc.emsicc.com/careers/multimedia-artist-and-animator>

Career and labor market research tools (see Quick Reference Guide at <http://www.austincc.edu/career>):

EMSI: <https://austincc.emsicc.com/>, Bureau of Labor Statistics: <http://www.bls.gov/ooh/>, O*NET: <https://www.onetonline.org/>

Career Resources: ACC's career services website provides information on career exploration and employment at <http://www.austincc.edu/career>. Students are encouraged to consult with their [area of study advisor](#), for additional career assistance. The above information is provided as a guide and reference tool for occupations related to this program. This is not a guarantee of job placement in any of these occupations after successful completion of an ACC program. The common job titles listed are representative titles and are provided for career research. These are not the only occupations possible in this area of study.

Transfer Information

The Associate of Applied Science in Motion Graphics Specialization prepares students to directly enter the workforce in the motion graphics industry. A Bachelor of Applied Arts and Sciences (BAAS) is a degree option for students in AAS programs who want to transfer and complete a 4-year degree.

Transfer Guides: *The universities listed here do not constitute an ACC endorsement. Transfer course evaluations and determination of what courses will count toward a bachelor's degree are made by the receiving transfer institution.*

Texas State University: <http://www.owls.txstate.edu/undergraduate-degrees/applied-arts-sciences.html>

Concordia University Texas: <http://www.concordia.edu/academics/school-of-business-and-communication/baas-in-business/>

Texas A&M University Central Texas: <https://www.tamuct.edu/degrees/undergraduate/business-management.html>

Texas Tech University: https://www.depts.ttu.edu/universitystudies/prospective_students/baas.php

Additional Transfer Resources: ACC's transfer website provides information on additional colleges & universities:

<http://www.austincc.edu/transferguides>. Students are encouraged to consult with a faculty advisor, [area of study advisor](#), and/or their chosen transfer institution to ensure courses taken at ACC will apply toward their bachelor's degree program.