

Program Description

This degree is designed as a multidisciplinary degree. Disciplines covered include 3D animation, programming, design, and business. Likely participants will have a desire for careers in animation, design, simulation, and programming. The digital animation concentration builds on the existing B.A.S. format. This format includes a required concentration for depth, an elective section that offers greater breadth in the discipline area, and general education requirements targeted toward courses serving employees in digital technology.

General Admission Criteria

The Digital Animation & Game Design, B.A.S. is a course-specific degree completion program with a four-year sequence that begins promptly upon acceptance and enrollment. It is expected that students entering this technology intensive program already have solid foundation skills in dealing with personal computers (PCs). Once accepted into the program, students are expected to enroll in FSU's Digital Animation courses, i.e. DAGD 100, 101, etc. A completed Associates Degree is not required to be admitted. While students earned college credits may apply to the program, students are encouraged to apply as a freshman/first year student. Students interested in the degree should set up an advising appointment with the DAGD advisor. Official transcripts from all accredited colleges/universities must be submitted with the Ferris application. Financial Aid may be available and may include concurrent enrollment at both institutions.

Course Requirements

| Jackson College | | | |
|------------------------------|---------------|---|--------------|
| Course | Ferris Equiv. | Jackson Course Titles | Cr. Hrs. |
| COM 231 | COMM 121 | Communication Fundamentals | 3 |
| ENG131 | ENGL 150 | Writing Experience I | 3 |
| ENG132 | ENGL 250 | Writing Experience II | 3 |
| Jackson | VARIES | FSU General Education - Natural Sciences Elective with Lab | 4 |
| Jackson | VARIES | FSU General Education - Natural Sciences Elective | 3-4 |
| MTH 131 | MATH 115 | Intermediate Algebra | 4 |
| MTH 132 | MATH 120 | Trigonometry (for game dev trk) | 2 |
| ART 103 | Cult | Drawing 1 | 3 |
| ART 205 | Cult | Drawing II | 3 |
| THR 242 | Cult 2c | Sound for Stage and Video | 3 |
| PSY 140 | PSYC 150 | FSU General Education – Self and Society Elective | 3 |
| ANT 131 | ANTH 122 | FSU General Education – Self and Society Elective | 3 |
| PLS 261 | PLSC 323 | FSU General Education – Self and Society Elective (must transfer at 200+ level) | 3 |
| VID 101 | TDMP 243 | Video Production I | 3 |
| CIS 134 | DAGD 104 | Adobe Photoshop | 3 |
| CIS 171 | DAGD 100 | 3d Modeling I | 3 |
| BUS 236 | MGMT 310 | Small Business Management | 3 |
| Jackson | VARIES | Electives (3 credits must transfer at 300+ level i.e. BUS 101 = MKTG 321) | 12 |
| Total Jackson Credits | | | 62-65 |

Please refer to FSU's General Education Requirements at:
<http://www.ferris.edu/htmls/academics/gened/index.htm>

Students transferring to Ferris with the Michigan Transfer Agreement (MTA) and entering a degree program will have met a 30-hour block of lower-level general education courses. However, this does not exempt students from completing program specific prerequisites or higher-level general education course requirements. Students should contact their advisor regarding classes that meet the MTA.

Students are encouraged to work with their Ferris advisor for selection of any electives, to ensure transferability and to minimize credits taken.

Program Offered at:

Big Rapids Campus
College of Education and Human Services
<http://www.ferris.edu/HTMLS/colleges/>
(231)591-3648

www.ferris.edu/transfer
Effective Fall 2017

Ferris State University is an equal opportunity institution. For information on the University's Policy on Non-Discrimination, visit ferris.edu/non-discrimination.

| Ferris State University | | |
|---|--|----------------|
| Course | Ferris Course Titles | Cr. Hrs. |
| ENGL 311 | Advanced Technical Writing | 3 |
| or | | |
| ENGL 321 | Advanced Composition | |
| or | | |
| ENGL 325 | Advanced Business Writing | |
| DAGD 101 | 2D Visualization – Storyboards and Style Guides | 3 |
| DAGD 102 | Story Development for Film & Gaming | 3 |
| DAGD 103 | 3D Visualization – 3D Drawing and Sculpture | 3 |
| DAGD 230 | 3D Modeling & Animation I – Introduction to Computer Animation | 3 |
| DAGD 150 | Introduction to Game Design and Development – (can substitute CIS 171 3D modeling) | 3 |
| DAGD 310 | User Interface Design | 3 |
| DAGD 260 | Multimedia Authoring I | 3 |
| DAGD 204 | Digital Imaging for 3D | 3 |
| SENG 100 | Introduction to Computer Programming | 3 |
| DAGD 315 | Digital Media Productions | 3 |
| DAGD 330 | Sophomore Portfolio | 3 |
| DAGD 340 | Junior Project | 3 |
| DAGD 491 | Applied Internship | 3 |
| DAGD 499 | Capstone Course – Senior Project (advisor approval) | 3 |
| Application Domain – Students must complete ONE of the following six-course concentrations | | |
| General Domain | | |
| DAGD 185 | Digital Audio Production for Digital Media | 3 |
| DAGD 300 | Game Design & Theory | 3 |
| DAGD 335 | 3D Modeling & Animation III – Rendering, Lighting, & Materials | 3 |
| DAGD 375 | Advanced Modeling & Animation – Character | |
| or | | |
| DAGD 385 | Advanced Modeling & Animation – Vehicle and Structure | 3 |
| DAGD 420 | Digital Visualization & Simulation | |
| or | | |
| DAGD 430 | Digital FX | 3 |
| DAGD 460 | Multi Authoring II | 3 |
| 3D Animation Domain | | |
| DAGD 335 | 3D Modeling & Animation III – Rendering, Lighting, & Materials | 3 |
| DAGD 375 | Advanced Modeling & Animation – Character | 3 |
| DAGD 385 | Advanced Modeling & Animation – Vehicle and Structure | 3 |
| DAGD 430 | Digital FX | 3 |
| DAGD 380 | Digital Sculpting | 3 |
| FSU | DAGD 300+ level Elective (advisor approval) | 3 |
| Game Development Domain | | |
| DAGD 255 | Game Programming I | 3 |
| DAGD 300 | Game Design & Theory | 3 |
| DAGD 320 | Multiplayer Game Programming | 3 |
| DAGD 355 | Game Programming II | 3 |
| DAGD 420 | Digital Visualization & Simulation | 3 |
| DAGD 460 | Multimedia Authoring II | 3 |
| Total Ferris Credits | | |
| 63 | | |
| Credits Required for Degree | | 125-128 |

Advising Notes

It is recommended that potential applicants meet with an advisor to review the degree, course schedule, and have any questions answered prior to completing an application. Students who are completing the MTA may have different general education course requirements for the particular degree selected. Meeting with a Ferris advisor prior to the selection of general education or elective course work may reduce the chance of completing a course that will not apply toward the selected degree. Once admitted, students must continue to meet with an advisor as they work toward graduation.

Transfer Student Orientation

All new students to Ferris State University are required to complete an orientation.

Online Learning

Select courses delivered online and/or in a mixed delivery format (i.e. a mix of online and face-to-face instruction at the Ferris Main Campus or at an off-campus location). The "Online Readiness Tutorial" is required for students who register for an online *course* or are completing an online *degree*. Students must demonstrate competency in Blackboard skills. This may be done by taking a tutorial and quiz, or, for students who have already taken and passed online courses, they can submit a waiver request. Students should check with the department that offers the class to determine its particular needs and/or the Ferris advisor regarding registration for online course work.

Reverse Transfer Agreement

The Community College and Ferris have entered into a partnership in order to work collaboratively and creatively to increase student completion of associate and bachelor degrees. The partners work together to provide a seamless transfer experience and increase student retention and completion at both the community college and Ferris.

Michigan Transfer Agreement (MTA)

Ferris participates in the Michigan Transfer Agreement (MTA). This agreement will facilitate the transfer of general education requirements from one Michigan institution to another. Students may complete the MTA as part of a degree program or as a stand-alone package. The MTA consists of a minimum of 30 general education credit hours as identified by the college or university.

Disclaimer

This is a guide for students who plan to transfer to Ferris State University. This guide is not intended to be a contract with Ferris. The information on this guide is subject to change. Students should contact their community college or Ferris to keep informed of changes. Final responsibility for verifying all transfer information lies with the student. Please refer to the effective and/or revised date on the bottom of the guide.