

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 college/universities must be submitted with the Ferris application. Financial Aid may be available and may include concurrent enrollment at both institutions.

Course Requirements

Macomb Community College			
Course	Ferris Equiv.	Macomb CC Course Titles	Cr. Hrs.
SPCH 1060	COMM 121	Speech Communication	3
ENGL1180	ENGL 150	Communications I	3
Or			
ENGL 1210		Composition I	
ENGL 1190	ENGL 250	Communications 2	3
Or			
ENGL 1220		Composition II	
Macomb CC	VARIES	FSU General Education - Natural Sciences Elective with Lab	4
Macomb CC*	VARIES	FSU General Education - Natural Sciences Elective	3-4
MATH 1000	MATH 115	Intermediate Algebra	4
Or			
MATH 2150	MATH 116	Math - Trigonometry –(Game Dev Track)	
Macomb CC*	VARIES	FSU General Education - Culture Elective	3
Macomb CC*	VARIES	FSU General Education - Culture Elective	3
Macomb CC*	VARIES	FSU General Education - Culture Elective (must transfer at 200+ level)	3
Macomb CC*	VARIES	FSU General Education - Self and Society Elective	3
Macomb CC*	VARIES	FSU General Education - Self and Society Elective	3
Macomb CC*	VARIES	FSU General Education - Self and Society Elective (must transfer at 200+ level)	3
MACA 1160	DAGD 101	Previsualization	3
MACA 1320	DAGD 104	Introduction to Photoshop	3
BLAW 1080	DAGD 100	Introduction to 3D	3
Macomb CC*	BLAW 301	Business Law I	3
	VARIES	gened Electives –	9
Total Macomb Community College Credits			59 -63

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.

Students pursuing a Ferris DAGD degree must complete at least 60 credit hours within the School of Digital Media.

Program Offered at:

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

www.ferris.edu/transfer

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 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 & Development	3
DAGD 310	Interaction Design	3
DAGD 260	Multimedia Authoring I	3
DAGD 204	Digital Imaging for 3D	3
SENG 100	Introduction to Computer Programming	3
TDMP 243	Field Production	3
DAGD 315	Digital Media Productions	3
DAGD 305	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		
TDMP 186	Digital Audio Production for Digital Media	3
DAGD 300	Level Design	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	Level Design	3
DAGD 320	Multiplayer Game Programming	3
DAGD 355	Game Programming II	
DAGD 420	Digital Visualization & Simulation	3
DAGD 460	Multimedia Authoring II	3
Total Ferris Credits		63
Credits Required for Degree		122-126

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.

Transfer Student Orientation

All new students to Ferris State University are required to complete an orientation. Orientation for incoming freshmen is a one day session that occurs on campus and includes class registration. Eligible transfer students have the option of completing an online orientation or attending an on campus session.

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.

Online Learning

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 FerrisConnect 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.

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.