

ARTICULATION/TRANSFER AGREEMENT

EAST TENNESSEE STATE UNIVERSITY

Bachelor of Science in Digital Media (All Concentrations and Pathways)

NORTHEAST STATE COMMUNITY COLLEGE

Associate of Science in University Parallel: Digital Media (Transfer to East Tennessee State University)

*This agreement is part of a consortium agreement. Please refer to the Articulation Agreement document for more information.

Northeast State Community College

Fall	CH	Spring	CH	Fall	CH	Spring	CH
Guided Elective – Digital Media Approved Course ²	4	Guided Elective – Digital Media Approved Course ²	4	Guided Elective – Digital Media Approved Course ²	4	Guided Elective – Digital Media Approved Course ²	4
Behavioral and Social Science Elective ¹	3	ENGL 1020 – English Composition II	3	Behavioral and Social Science Elective ¹	3	HUM 2350 – Technology in Society	3
EDUC 1030 – College and Lifelong Learning	3	HIST 2010 – Early United States History	3	HIST 2020 – Modern United States History	3	Communication Elective ⁵	3
ENGL 1010 – English Composition I	3	Natural Science Elective ⁴	4	Natural Science Elective ⁴	4	ART 2020 – Art History Survey II	3
MATH 1710 – Pre-Calculus Algebra	3			Literature Elective ³	3		
	16		14		17		13

TOTAL HOURS: 60

¹**BSS Elective:** Select two: ANTH 1230; ECON 1050, 2100, 2200; GEOG 1012; SOCI 1010, 1040, WGST 2050

²**Digital Media Guided Elective:** Select all: DIGM 1400, 1500, 1800, 1900 (See below)

³**LIT Elective:** Select one: ENGL 2045, 2110, 2120, 2210, 2220, 2330

⁴**SCI Elective:** Select one: ASTR 1010, 1020; BIOL 1110, 1120, 2010, 2020; CHEM 1110, 1120

⁵**COMM Elective:** Select one: COMM 2045, 2055

Digital Media guided electives are taken as a special student at East Tennessee State University and are approved by the advisor. An additional fee will apply for these courses. Please see the consortium agreement for more information.

- DIGM 1400 – Principles of Visual Effects and Motion Graphics: 4 credit hours
- DIGM 1500 – Principles of Digital Game Design: 4 credit hours
- DIGM 1800 – Principles of Digital Animation: 4 credit hours
- DIGM 1900 – Principles of Visualization: 4 credit hours

East Tennessee State University

Game Design – Design Pathway

	Fall	CH	Spring	CH
First Year	DIGM 2990 – Mid-Point Review	1	DIGM 3530 – Game Design	4
	CSCI 1250 – Introduction to Computer Science I	4	DIGM 2824 – Technical Direction	4
	MATH 1530 – Probability and Statistics	3	Advisor Guided Elective	4
	Advisor Guided Elective	4		
	Total	12	Total	12
Second Year	DIGM 3540 – Interaction for Game Design	4	DIGM 4550 – Game Play and Testing	4
	DIGM 3450 – Procedural Modeling and Effects Simulation	4	ENTC 3030 – Technical Communication	3
	Advisor Guided Elective	4	Advisor Guided Elective	4
			ARTH 2010 – Art History Survey I	3
	Total	12	Total	14
Third Year	DIGM 4930 – Portfolio Development for Digital Media	3		
	DIGM 4930 – Portfolio Development for Digital Media Lab	1		
	Advisor Guided Elective	4		
	CSCI 1100 – Using Information Technology	3		
	DIGM 2660 – Topics in Digital Media History	3		
Total	14	Total		

TOTAL HOURS: 64

Game Design – Asset Development Pathway

	Fall	CH	Spring	CH
First Year	DIGM 2990 – Mid-Point Review	1	DIGM 2750 – 3D Fundamentals	4
	DIGM 2530 – High-Fidelity Modeling for Entertainment	4	DIGM 3120 – 3D Lighting and Rendering	4
	MATH 1530 – Probability and Statistics	3	Advisor Guided Elective	4
	Advisor Guided Elective	4		
	Total	12	Total	12
Second Year	DIGM 3110 – 3D Model Design	4	DIGM 4550 – Game Play and Testing	4
	DIGM 4560 – Reality Capture	4	ENTC 3030 – Technical Communication	3
	Advisor Guided Elective	4	Advisor Guided Elective	4
			ARTH 2010 – Art History Survey I	3
	Total	12	Total	14
Third Year	DIGM 4930 – Portfolio Development for Digital Media	3		
	DIGM 4930 – Portfolio Development for Digital Media Lab	1		
	Advisor Guided Elective	4		
	CSCI 1100 – Using Information Technology	3		
	DIGM 2660 – Topics in Digital Media History	3		
Total	14	Total		

TOTAL HOURS: 64

Visual Effects – Effects Pathway

	<u>Fall</u>	<u>CH</u>	<u>Spring</u>	<u>CH</u>
First Year	DIGM 2990 – Mid-Point Review	1	DIGM 3410 – Visual Effects Compositing	4
	DIGM 2900 – Editing for DIGM	4	Advisor Guided Elective	4
	MATH 1530 – Probability and Statistics	3	Advisor Guided Elective	4
	DIGM 2720 – Raster-Based Imaging	4		
	Total	12	Total	12
Second Year	<u>Fall</u>	<u>CH</u>	<u>Spring</u>	<u>CH</u>
	DIGM 4410 – DIGM for Film and Effects	4	DIGM 3120 – 3D Lighting and Rendering	4
	DIGM 3450 – Procedural Modeling and Effects Simulation	4	Advisor Guided Elective	4
	ENTC 3030 – Technical Communication	3	Advisor Guided Elective	4
	ARTH 2010 – Art History Survey I	3		
Total	14	Total	12	
Third Year	<u>Fall</u>	<u>CH</u>	<u>Spring</u>	<u>CH</u>
	DIGM 4930 – Portfolio Development for Digital Media	3		
	DIGM 4930 – Portfolio Development for Digital Media Lab	1		
	Advisor Guided Elective	4		
	CSCI 1100 – Using Information Technology	3		
	DIGM 2660 – Topics in Digital Media History	3		
Total	14	Total		

TOTAL HOURS: 64

Visual Effects – Motion Graphics Pathway

	<u>Fall</u>	<u>CH</u>	<u>Spring</u>	<u>CH</u>
First Year	DIGM 2990 – Mid-Point Review	1	DIGM 3420 – 2D Motion Graphics	4
	DIGM 2900 – Editing for DIGM	4	Advisor Guided Elective	4
	MATH 1530 – Probability and Statistics	3	Advisor Guided Elective	4
	DIGM 2720 – Raster-Based Imaging	4		
	Total	12	Total	12
Second Year	<u>Fall</u>	<u>CH</u>	<u>Spring</u>	<u>CH</u>
	DIGM 3220 – Digital Publishing	4	Advisor Guided Elective	4
	DIGM 3430 – 3D Motion Graphics	4	ENTC 3030 – Technical Communication	3
	DIGM 4410 – Digital Media for Film and Effects	4	Advisor Guided Elective	4
			ARTH 2010 – Art History Survey I	3
Total	12	Total	14	
Third Year	<u>Fall</u>	<u>CH</u>	<u>Spring</u>	<u>CH</u>
	DIGM 4930 – Portfolio Development for Digital Media	3		
	DIGM 4930 – Portfolio Development for Digital Media Lab	1		
	Advisor Guided Elective	4		
	CSCI 1100 – Using Information Technology	3		
	DIGM 2660 – Topics in Digital Media History	3		
Total	14	Total		

TOTAL HOURS: 64

DIGM Animation – 2D Pathway

	<u>Fall</u>	<u>CH</u>	<u>Spring</u>	<u>CH</u>
First Year	DIGM 2990 – Mid-Point Review	1	DIGM 3230 - Storyboarding	4
	DIGM 2870 – Animation Fundamentals	4	DIGM 2730 – 2D Character Construction	4
	MATH 1530 – Probability and Statistics	3	DIGM 2824 – Technical Direction	4
	Advisor Guided Elective	4		
	Total	12		Total
Second Year	DIGM 3140 – 2D Animation	4	DIGM 4854 – Character Animation	4
	ENTC 3030 – Technical Communication	3	Advisor Guided Elective	4
	Advisor Guided Elective	4	Advisor Guided Elective	4
	ARTH 2010 – Art History Survey I	3		
	Total	14		Total
Third Year	DIGM 4930 – Portfolio Development for Digital Media	3		
	DIGM 4930 – Portfolio Development for Digital Media Lab	1		
	Advisor Guided Elective	4		
	CSCI 1100 – Using Information Technology	3		
	DIGM 2660 – Topics in Digital Media History	3		
	Total	14		Total

TOTAL HOURS: 64

DIGM Animation – 3D Pathway

	<u>Fall</u>	<u>CH</u>	<u>Spring</u>	<u>CH</u>
First Year	DIGM 2990 – Mid-Point Review	1	DIGM 4854 – Character Animation	4
	DIGM 2870 – Animation Fundamentals	4	DIGM 2824 – Technical Direction	4
	MATH 1530 – Probability and Statistics	3	Advisor Guided Elective	4
	Advisor Guided Elective	4		
	Total	12		Total
Second Year	DIGM 3130 – 3D Animation	4	DIGM 3120 – 3D Lighting and Rendering	4
	ENTC 3030 – Technical Communication	3	Advisor Guided Elective	4
	Advisor Guided Elective	4	Advisor Guided Elective	4
	ARTH 2010 – Art History Survey I	3		
	Total	14		Total
Third Year	DIGM 4930 – Portfolio Development for Digital Media	3		
	DIGM 4930 – Portfolio Development for Digital Media Lab	1		
	Advisor Guided Elective	4		
	CSCI 1100 – Using Information Technology	3		
	DIGM 2660 – Topics in Digital Media History	3		
	Total	14		Total

TOTAL HOURS: 64

DIGM Visualization – Digital Communications Pathway

	<u>Fall</u>	<u>CH</u>	<u>Spring</u>	<u>CH</u>
First Year	DIGM 2990 – Mid-Point Review	1	DIGM 2710 – 2D Content Creation	4
	DIGM 2720 – Raster-Based Imaging	4	Advisor Guided Elective	4
	MATH 1530 – Probability and Statistics	3	Advisor Guided Elective	4
	Advisor Guided Elective	4		
	Total	12	Total	12
Second Year	DIGM 3230 – Storyboarding	4	DIGM 3420 – 2D Motion Graphics	4
	DIGM 3220 – Digital Publishing	4	ENTC 3030 – Technical Communication	3
	Advisor Guided Elective	4	Advisor Guided Elective	4
			ARTH 2010 – Art History Survey I	3
	Total	12	Total	14
Third Year	DIGM 4930 – Portfolio Development for Digital Media	3		
	DIGM 4930 – Portfolio Development for Digital Media Lab	1		
	Advisor Guided Elective	4		
	CSCI 1100 – Using Information Technology	3		
	DIGM 2660 – Topics in Digital Media History	3		
	Total	14	Total	

TOTAL HOURS: 64

DIGM Visualization – Concept Development Pathway

	<u>Fall</u>	<u>CH</u>	<u>Spring</u>	<u>CH</u>
First Year	DIGM 2990 – Mid-Point Review	1	DIGM 3230 – Storyboarding	4
	DIGM 2720 – Raster-Based Imaging	4	DIGM 2730 – 2D Character Construction	4
	MATH 1530 – Probability and Statistics	3	Advisor Guided Elective	4
	Advisor Guided Elective	4		
	Total	12	Total	12
Second Year	DIGM 3140 – 2D Animation	4	DIGM 4854 – Character Animation	4
	DIGM 3240 – Concept Art	4	ENTC 3030 – Technical Communication	3
	Advisor Guided Elective	4	Advisor Guided Elective	4
			ARTH 2010 – Art History Survey I	3
	Total	12	Total	14
Third Year	DIGM 4930 – Portfolio Development for Digital Media	3		
	DIGM 4930 – Portfolio Development for Digital Media Lab	1		
	Advisor Guided Elective	4		
	CSCI 1100 – Using Information Technology	3		
	DIGM 2660 – Topics in Digital Media History	3		
	Total	14	Total	

TOTAL HOURS: 64

TOTAL DEGREE HOURS: 60 + 64 = 124

USING INFORMATION TECHNOLOGY proficiency required, either by passing a proficiency exam or CSCI 1100 completion. See the website (UIT Proficiency Requirement) for additional information.