

SIMULATION ANIMATION & GAMING ARTICULATION AGREEMENT GUIDE

Washtenaw Community College – **AAS in 3D Animation Arts: Animation for Game Art**
 Eastern Michigan University – **BS in Simulation, Animation and Gaming**

Washtenaw Community College Courses: **Transfer to Eastern Michigan University as:**

Michigan Transfer Agreement Requirements (30 credits)

Students with the MTA endorsement on their community college transcript have satisfied EMU's General Education Core Requirements and will be required to complete only the EMU General Education Application Requirements of one Perspectives on a Diverse World course, one Learning beyond the Classroom experience, and one Writing Intensive course in the major. Specific courses listed below for the MTA will also satisfy major or minor requirements at WCC and/or EMU. Students who started before Fall 2014 may continue to follow the MACRAO Agreement until the end of summer 2019. For courses approved to satisfy the MTA go to the [WCC website](#).

1. A Course in English Composition			
ENG 111 Composition I.....3		WRTG 121 Composition II.....3	
2. A Course in English Composition or Communication			
COM 101 Fundamentals of Speaking3		CTAC 124 Foundations of Speech Communication.....3	
3. A Course in Mathematics			
Choose from the approved MTA list: (see footnote below).....4		University Electives4	
4. Two Natural Science courses from different disciplines			
Choose from the approved MTA list7-8		University Electives7-8	
5. Two Humanities courses from different disciplines			
Choose from the approved MTA list6		University Elective6	
6. Two Social Science courses from different disciplines			
Choose from the approved MTA list.....6		University Electives6	

If needed, complete additional courses from the above categories to meet the 30 credit minimum for the MTA.

**EMU's Perspectives on a Diverse World requirement: Complete one course from the following list:*

*These courses also satisfy an MTA area: **Communication:** COM 225; **Natural Science:** ENV 101, 105; **Humanities:** ART 143, 150; COM 225; DAN 180; DRA 180; ENG 181, 213, 214, 224, 242; HUM 150, 175, 221; MUS 180; **Social Science:** ANT 201; ECO 280; GEO 101; HST 109, 123, 150, 210, 230, 235, 240, 270; PLS 211; PSY 107, 251, 270; SOC 205, 206, 216.*

These courses apply, but do not satisfy the MTA: CCP 251

WCC 3D Animation Arts (42 credits)

*ANI 145 Concept Development for Animation2	SAG 245 Story Development (3)-1.....2
*ANI 150 3D Animation I: Modeling4	SAG 175 Graphics for Simulation I (3)+1.....4
*ANI 155 Textures and Studio Lighting for Animation4	SAG 275 Texturing & Mapping (3)+1.....4
*ANI 160 Fundamentals of Movement and Animation.....4	SAG 255 SAG Movement (3)+1.....4
ANI 180 Introduction to Game Level Design.....4	SAG 000 University Elective4
ANI 190 History of Game Design.....3	SAG 000 University Elective3
ANI 230 Motion and Sound2	SAG 000 University Elective2
ANI 240 Advanced Game Level Design.....4	SAG 000 University Elective4
*ANI 250 3D Animation II.....4	SAG 225 Graphics for Simulation II (3)+1.....4
*ANI 260 3D Animation III.....4	SAG 285 Studio I Simulation (3)+1.....4
*ART 111 Basic Drawing4	AD 123 Foundations Drawing I (3)+1.....4
*GDT 108 Photoshop Graphics.....3	CMT 205 Digital Photography (3)+1.....3

EMU Requirements that May be Taken at WCC or EMU (12 credits)

*ART 108 Three-Dimensional Design.....4	AD 122 Three Dimensional Design (3)+1.....4
*ART 112 Basic Design I4	AD 121 Two-Dimensional Design (3)+1.....4
*CPS 112 Game Development for Beginners.....4	SAGG 165 Intro to Game Design (3)+1.....4

Credits at Washtenaw: 84 Credits that transfer to EMU84

** Required for EMU's Simulation, Animation, and Gaming program. If not transferred from WCC, must be completed at EMU.*

Sign up with us: If you let us know you are using this articulation agreement we can stay in touch with you and provide information and advising to you while you are still at your community college.

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Completion of EMU’s Simulation, Animation & Gaming Program

Major Requirements (45 credits)

Required Courses (42 credits)

¹ SAG 105L4 Intro to Simulation, Animation, & Gaming.....	3
SAG 155 Illustrator.....	3
SAG 235 Intro to Unity I.....	3
CMT 421 Web Publishing Technology.....	3
SAGA 195 Historical & Contemporary Approaches to Anim ..	3
COSC 146 Applied Programming & Scripting.....	3
SAG 295 SAG Rigging.....	3
SAG 305 Environmental Design	3
SAG 325 Principles of Animation.....	3
SAG 355 Lighting & Camera Techniques	3
SAG 375 Studio II	3
SAG 470 Simulation & Animation Dynamics.....	3
SAG 485 Senior Projects in SAG.....	3
² COT 300W Research and Writing.....	3

Restricted Elective (3 credits)

SAG 215 Game Development & Planning.....	3
SAG 290 Intro to Game Engines.....	3
SAG 335 Intro to Unity II	3
SAG 365 Intro to Unity III	3
SAG 379/479 Special Topics	3
SAG 385 Advanced Modeling I	3
SAG 387L4 Cooperative Education	3
SAG 475 Advanced Modeling II	3
SAG 497/498/499 Independent Study.....	1/2/3

Credits at EMU 45

Transfer Credits..... 84

* Credits to Graduate:..... 124

Sample sequences for completing the program:

Courses may not be offered every semester. Consult a program advisor to plan a program of study. A fall start requires four semesters to complete.

Winter Start: (45 credits)

Semester 1 (Winter)	(15 credits)
COSC 146 FW.....	3
SAG 105L FW.....	3
SAG 155 FW.....	3
CMT 421 W (prereq: CMT 205)	3
COT 300W FW.....	3

Semester 2 (Fall)	(15 credits)
SAG 235 FW (prereqs: SAG 155 & SAGG 165).....	3
SAG 305 F (prereq: SAG 285).....	3
SAG 375 F (prereq: SAG 285).....	3
SAG 470 F (Jr/Sr standing)	3
SAGA 195	3

Semester 3 (Winter)	(15 credits)
SAG 295 W (prereqs: SAG 255 & 285)	3
SAG 355 W (prereq: CMT 205)	3
SAG 325 W (pre/coreq: SAG 295).....	3
SAG 485 W (SAG 470).....	3
Restricted Elective.....	3

Fall Start: (45 credits)

Semester 1 (Fall)	(9 credits)
COSC 146 FW.....	3
SAG 105L FW.....	3
SAG 155 FW.....	3

Semester 2 (Winter)	(12 credits)
CMT 421 W (prereq: CMT 205)	3
COT 300W FW.....	3
SAG 235 FW (prereqs: SAG 155 & SAGG 165).....	3
SAG Restricted Elective FW	3

Semester 3 (Fall)	(12 credits)
SAG 305 F (prereq: SAG 285).....	3
SAG 375 F (prereq: SAG 285).....	3
SAG 470 F (Jr/Sr standing)	3
SAGA 195	3

Semester 4 (Winter)	(12 credits)
SAG 295 W (prereqs: SAG 255 & 285)	3
SAG 355 W (prereq: CMT 205)	3
SAG 325 W (pre/coreq: SAG 295).....	3
SAG 485 W (SAG 470).....	3

¹ Satisfies EMU's LBC requirement

² Satisfies EMU's Writing Intensive requirement

* A minimum of 124 credits is required to graduate. If sufficient credits are not transferred, additional credits will be required at EMU to satisfy the 124

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credit minimum.

Additional Information:

1. Each institution will determine the satisfaction of their individual program and degree requirements. Both WCC and EMU agree to accept transferable courses from each other and from other regionally accredited institutions. WCC courses indicated with an * are required for EMU's program. Substitutions for these courses must be approved by the EMU program coordinator.
2. Students with the MTA endorsement on their community college transcript have satisfied EMU's General Education Core Requirements and will be required to complete only the General Education Application Requirements of one "Perspectives on a Diverse World" course, one "Learning beyond the Classroom" experience, and a "Writing Intensive" course in the major. The Perspectives on a Diverse World requirement may be transferred to EMU.
To use the Michigan Transfer Agreement (MTA), students must have an official community college transcript, with the "MTA Satisfied" endorsement sent to EMU's Admissions Office. Students who do not have "MTA Satisfied" on their community college transcript, will be required to satisfy EMU's general education requirements as applied to transfer students. The MTA may be completed after admission to EMU, however, students should inform their advisors or they may be advised to complete additional courses for the general education program. Students who enrolled in college prior to September 2014 will have until the end of August 2019 to complete the MACRAO agreement. If already on the transcript, the MACRAO designation will be accepted at EMU after August 2019.
3. A grade of "C" or better (2.0 on a 4.0 scale) is required for courses to transfer to either institution.
4. High school articulated credit accepted by WCC for this program will be accepted at EMU as articulated credit for this program.
5. Under this agreement, EMU will waive the 60-hour rule and require that a minimum 30 hours are completed in EMU courses, with 15 hours in program requirements at the 300-level or above. Of the last 30 hours completed before graduating, a minimum of 10 credit hours must be in courses offered by EMU. A minimum of 124 credit hours, completed in-residence or accepted in transfer, is required for graduation.
6. Students must meet all admission requirements at the time of application for admission to EMU, including submitting transcripts from all previously attended colleges. Washtenaw students will receive equal consideration with other students for course registration and financial aid.
7. Students are encouraged to contact EMU's Simulation, Animation & Gaming Program Coordinator before applying to EMU. To facilitate advising and the evaluation of transcripts, sign up for this articulation agreement and bring a copy of this guide to all advising sessions.

Effective Dates: September 1, 2016 until August 31, 2019. (Updated: September 2018)

This is an update of a renewal of an agreement made in September 2012. Students who enrolled at WCC prior to the new effective date have the option of using this guide or continuing to follow the guide they started under for up to seven years. If this agreement is not renewed at the end of the effective period, students who already began the program at WCC will have an additional three years to be admitted to EMU under the terms of this agreement.

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