The emerging field of computer imaging and animation is impacting virtually every industry and profession. The digital media and animation program will provide you with a broad range of technical, creative, and problem-solving skills to facilitate your employment in new media and animation. At the core of the program is a sequence of studio courses that enhances individual artistic creativity and provides instruction in the traditional arts and industry-standard computer graphics software.

**ADVANTAGES**

- Students develop critical thinking skills by completing rigorous problem-solving activities.
- Gain experience creating a professional presentation, as well as evaluating, revising, and defending ideas and artistic decisions in presented work.

A laptop computer is required for students entering the digital media and animation program. Laptop specifications are available at [www.alfredstate.edu/required-laptops#Apple-MacBook-Pro](http://www.alfredstate.edu/required-laptops#Apple-MacBook-Pro).

**DIRECT ENTRY INTO BACCALAUREATE DEGREE PROGRAMS**

Alfred State digital media and animation AAS graduates may enter directly into the digital media and animation BS, the interdisciplinary studies BTech, or the technology management BBA degree program.

**OCCUPATIONAL OPPORTUNITIES**

- Animation
- Interactive media
- Digital imaging
- Media design
- Fine art

**EMPLOYMENT STATISTICS**

Employment and continuing education rate of 100 percent – 100 percent are employed.

**RELATED PROGRAMS**

- Computer Engineering Technology
- Graphic and Media Design
- Information Technology: Web Development

**ENTRANCE REQUIREMENTS/RECOMMENDATIONS**

Required: Algebra, Geometry

Recommended: Algebra 2