

**Articulation Agreement between
Moore College of Art & Design
Cecil College
for Animation & Game Arts**

Updated: 6/11/2018

First Year - Foundation

Moore Course #	Moore Course Name	Moore # of Credits	Cecil College Transfer Course	CC Course #	CC Credits
FN105	Design I: Image & Surface	3.0	Fundamentals of Design	ART101	3.0
FN111	Foundation Drawing I	3.0	Drawing I	ART130	3.0
FN 102	Foundation Design II	3.0	Three-Dimensional Design	ART201	3.0
FN114	Foundation Drawing II	3.0	Figure Drawing	ART232	3.0
FN115	Visual Thinking	3.0	Digital Imaging I & II	VCP116+117	3.0
FN123	Color Theory	3.0	Painting 1	ART110	3.0
AGA203	2D Character Design & Animation	3.0	Digital Illustration I	ART183	3.0
21.0				21.0	

Liberal Arts - Requirements

Moore Course #	Moore Course Name	Moore # of Credits	Cecil College Name of Transfer Course	MCCC Course #	MCCC Credits
AH111	Convention, Canon, Sign	3.0	Survey of Art History	ART141	3.0
AH112	Becoming Modern	3.0	Survey of Modern Art Hist	ART242	3.0
WRIT101	Writing Workshop I	3.0	Freshman Composition	EGL101	3.0
WRIT102	Writing Workshop II	3.0	Comp and Literature	EGL102	3.0
HIST211	Interpreting History	3.0			
HIST212	Cultural Collisions & Transformations	3.0			
AH215	Modern & Contemporary Art History	3.0			
AN200	Non-Western Art History Course	3.0			
AH 3		3.0			
HU 3		3.0			
HIST 3		3.0			
LA 1		3.0	<i>Math Elective (100 level or above)</i>		3.0
LA 2		3.0	<i>Intro to Psych -OR- Socio</i>		3.0
LA 3		3.0	<i>Science Elective</i>		3.0
42.0				21.0	

A maximum of 76.0 credits may be transferred from Cecil College to Moore College of Art & Design
 Transfer Students must earn a minimum of 15 credits in Liberal Arts at Moore.
 9 of the 15 credits must be in 300-level courses or above.
 Students must receive a grade of C or better for credit transfer.

Major Requirements

Moore Course #	Moore Course Name	Moore # of Credits	Cecil College Course Name	CC Course #	CC Credits
AGA200	Digital Painting for AGA	3.0			
AGA201	Animation & Storyboarding	3.0			
AGA202	3D Environments	3.0	Intro to 3D Modeling & Anim	VCP218	3.0
AGA204	Time-Based Media Projects	3.0	Video Production I	VCP210	3.0
AGA300	History of AGA	3.0			
AGA301	Game Strategies Studio	3.0	Intro to Game Design	VCP151	3.0
AGA325	3D Animation	3.0	3D Modeling for Real-Time	VCP219	3.0
AGA302	Game Projects	3.0			
AGA304	Mobile Media Projects	3.0			
AGA306	Marketing and Business Development	3.0			
AGA303	Intern. Prep/Prof. Practices	3.0			
AGA401	Senior Studio	6.0			
AGA402	Thesis (Portfolio Development)	6.0			
AGA404	Contemporary Interactive Culture	3.0			
AGA496	Internship	1.5			
AGA497	Internship	3.0			
		52.5			15.0

Studio Electives

Moore Course #	Moore Course Name	Moore # of Credits	Cecil College Course Name	CC Course #	CC Credits
ST 1			Beginning Ceramics	ART160	3.0
ST 2			Pro Portfolio Production	ART293	3.0
ST 3					
		6.0			6.0

Open Electives (studio or liberal arts)

Moore Course #	Moore Course Name	Moore # of Credits	Cecil College Course Name	CC Course #	CC Credits
OP 1			<i>Studio or Liberal Arts Elective</i>		3.0
OP 2					
OP 3					
OP 4					
		6.0			3.0

Graphic Design Credit Distribution

Foundation	18.0
Liberal Arts	42.0
Major Requirements	52.5
Studio Electives	6.0
Open Electives	6.0
Total Credits	124.5

CC Credit Distribution

Foundation	21.0
Liberal Arts	21.0
Major Requirements	15.0
Studio Electives	6.0
Open Electives	3.0
Total Credits	66.0