



Form 1: Presentation Checklist

Name: _____

Date: _____

Department: _____

COCC Contact Information: _____

Use the instructions for this document to complete your presentation checklist; then e-mail your completed presentation checklist (*not* the instructions) to the Academic Affairs chair by his or her specified deadline. **Please note:** If an item listed is not relevant to your specific presentation to Academic Affairs, please mark as **N/A**. Use as many pages as necessary.

PROPOSAL OVERVIEW

TYPE OF AGENDA ITEM

- Information Item (requires approval of AA Chair)
- Action Item
 - Information and committee feedback
 - Procedure—revision (Attach current procedure with proposed changes illustrated with track changes)
 - Procedure—new
 - Identify suggested location in *GPM*: _____
- Policy—revision (Attach current policy with proposed changes illustrated with track changes)
- Policy—new
 - Identify suggested location in *GPM*: _____
- New academic program (Complete only items #1 and #2 on this form and attach stage 2 document.)
- Other: _____

BUDGET

INSTRUCTIONAL REQUIREMENTS

OPERATIONAL NEEDS, CURRENT AND FUTURE

STUDENT IMPACT

ANTICIPATED IMPLEMENTATION TIMELINE



Program Proposal: Associate of Applied Science in Animation, CPCCs

Table of Contents

Program Proposal: Program Proposal: Associate of Applied Science in Animation, 3 CPCCs.....	1
Table of Contents.....	1
Introduction:	2
Section 1: Program Concept – Due February 25, 2026.....	2
College Planning:	2
Accreditation	3
Catalogue Description (First Draft).....	3
Evidence of Need	4
College Mission	4
Strategic	5
Program Courses (first draft).....	6
Section 2: Formal Program Proposal – Due April 22, 2026.....	9
Advisory Board Collaboration	9
Catalog Description (Final Draft)	9
Program Learning Outcomes.....	10
Program Courses (Final Draft)	11
Sample Plan	Error! Bookmark not defined.
Capacity	14
Budget	15
Expenses.....	15
Revenue.....	16
Student Aid.....	16
Effective Year and Term	17
Enrollment Options	17
Program Entrance	17
Internal Impacts	17
External Impacts.....	18

Introduction:

Proposers: this form is designed to be completed and reviewed in two phases; the deadlines for submitting the required portions of the form are detailed below and posted to the employee intranet [here](#). The questions in each section are based on COCC and CCWD's program approval standards. More information about how to meet those standards can be found in the appendix. The Assessment and Curriculum Office is available to assist proposers at all stages of the process.

Phase 1: February 25, 2026

Phase 2: April 22, 2026

Each version of the form should be emailed to the Curriculum and Assessment Administrator (gorsi@cocc.edu), who will manage the review and approval process for both phases. Each required section must be completed by the corresponding deadline for the program to be reviewed. Incomplete/late forms will not be reviewed for inclusion in next year's Catalog.

Section 1: Program Concept – Due February 25, 2026

College Planning:

1. Please list your area Dean and the date(s) that you spoke with them about this new program concept. Approximate dates are fine.
2. Please list the Chair this program director would report to and the date(s) that you spoke with them about this new program concept. Approximate dates are fine.
3. Are there any other Chairs or program directors that need to be consulted about this new program (i.e., will this program involve courses from other areas/disciplines)? Have they been notified about the courses that you're planning to include in the program?

*Proposal prepared by Stuart Allan, Full-Time Temporary Faculty Art/Design,
sallan2@cocc.edu*

The area Dean is Instructional Dean Jessica Giglio.

Email: jgiglio@cocc.edu

Phone: [541-383-7727](tel:541-383-7727)

We've discussed this new program concept twice in Winter 2026 in order to plan for the Section 1 application.

This program director would report to Jason Lamb, Chair of Fine Arts & Communication

Email: jlamb@cocc.edu

Phone: [541-318-3792](tel:541-318-3792)

We've spoken about this program several times in Fall 2025 and Winter 2026 and checked in quarterly about the curriculum since Fall 2024.

Other program directors that need to be consulted about this new program, and who have been notified about the planned courses:

Venus Nguyen, Art & Design Program Director

Email: vnguyen3@cocc.edu

Phone: [541-383-7514](tel:541-383-7514)

Venus and I have consulted about this new program at regular monthly intervals since Fall 2024.

I was hired at COCC to augment the current Arts program with an Animation CTE course of study, identified as a need for the Art & Design Program in their 2017-2022 DPR (previously called APR) (attached).

From Page 33 of the report:

Fourth Priority

Make upgrades to the Art & Design Computer Lab so we can start to offer courses (and eventually One-Year Certificates of Completion) in animation and game development

Outcome: To increase job opportunities for students in creative fields

Alignment to COCC Mission: Yes, Student Success, Quality/Accessible/Educational Opportunities COCC

Strategic Plan Alignment: SS-1, SS-2, CE-2

Measurement of Success: Completion of upgrades to run these types of courses

Accreditation

Is there an independent accreditation association that aligns with the program? If yes, answer the following:

1. What is the name of the accrediting body or bodies?
2. Will this program seek accreditation? If yes, what is the cost (budget and time) to seek accreditation?

No independent accreditation association aligns with the program.

Catalog Description (First Draft)

Provide a catalog description for each award proposed. New program proposals require a catalog description that explains the award's purpose and transfer or employment goals; the description should address the implicit student question, "Why should I enroll in this program?". Descriptions have a maximum of 1500 characters and are limited to one or two paragraphs. They should help students differentiate between similar programs (if applicable)

and should not be identical for multiple programs in a discipline. Do not include information about admissions, program requirements, prerequisites, or format.

The Associate of Applied Science in Animation provides a comprehensive foundation in the fundamentals of sequential imagery and motion design for entertainment, gaming, and motion graphics, and application of those fundamentals using current approaches and industry-standard production methods. Curriculum topics include principles of animation (timing, weight, and movement), character design and performance, visual story development and world building, as well as hands-on proficiency with 2D and 3D software, production pipelines and collaborative studio workflows. This combination of courses gives students the knowledge and skillset to augment their transfer degree and/or initiate a career as an entry-level animator or motion designer.

Evidence of Need

Submit an Occupational Profile Report as a PDF from Oregon's Employment Department website, qualityinfo.org for the relevant career entry point for your program (See "Standard A" in the Appendix for more information).

- **Be sure that the Occupational Profile report matches the job entry point for program graduates.**
- Identify the appropriate Occupation Code/CIP Code (e.g., 49-9063) and Occupation Title (e.g., Musical Instrument Repairers and Tuners).
- For CCWD program approval, you must demonstrate that the occupation is both high demand and high wage for Oregon and/or [East Cascades](#) (see Data and Publications).
 - East Cascades Industry Employment Projections 2023-2033
 - East Cascades Occupations in Demand 2023-2033
 - East Cascades High-Wage, High-Demand, High-Skill Occupations 2023-2033
- Ensure that the level of education required is an appropriate entry point for employment on the High-Skill data report (e.g., Paramedics [29-2043] require postsecondary training [non-degree] as opposed to a Radiologic Technician [29-2034], which requires a bachelor's degree.)

The Assessment and Curriculum Administrator can assist with generating the correct report and may recommend a different profile be submitted to CCWD if there are any concerns.

Please also see attached document: Animation Related Jobs Information for COCC.pdf

College Mission

Describe specifically how this proposal aligns with the College's mission.

Strategic

How does this program fit into important educational and/or workforce needs of the College, of the Central Oregon region, and of Oregon as a whole? Identify specific alignments between your proposed program and these needs. Potential sources of evidence to meet this approval standard (not an exhaustive list):

- COCC Strategic Plan
- State priorities (HECC/CCWD)
- Workforce initiatives
- Long-term grants and funding initiatives
- National workforce or educational initiatives
- Articulation agreements with local high schools, colleges, and/or universities.

The AAS in Animation provides a curriculum that is aligned with industry standards and taught by faculty with extensive industry experience. Traditional and nontraditional students can benefit from this program whether they plan to transfer, complete for workforce development and/or to pursue continuing education. As part of Career Technical Education at COCC, this program removes barriers for students including cost of education, access to technology, and provides an opportunity to connect with industry professionals in the region.

A Career Technical Education degree in Animation serves students by providing a more accessible and targeted educational pathway than a traditional bachelor's degree.

AAS Animation courses are iterative and project-based, supporting diverse learning styles and allowing students to absorb and incorporate information at their own pace. Project-based assignments also mirror industry workflows and production practices.

Software training in industry-standard 2-D and 3-D animation, visual effects, and motion graphics software ensures workplace readiness.

Skills and training in animation and motion graphics are transferable to several industries including entertainment, gaming, advertising, medical and scientific visualization, architectural visualization, and graphic design.

Motion graphics and compositing courses can serve local needs, with potential uses for nonprofits, education, healthcare communications, tourism, etc.

Partnerships with local industry professionals will enable mentorships, internships, and direct contact between students and employers.

Median wages in the animation, VFX artist, and motion graphics sectors are well above Oregon's median wage.

Animation and motion design work is often done remotely. This program prepares students living in Central Oregon to apply for remote work in these industries without having to relocate, assisting with the high-wage, high-demand employment opportunities prioritized by the state.

Career Pathway Certificates of Completions stacked within the AAS in Animation degree can serve students with immediate employment needs.

- Long-term grants and funding initiatives

NSF Advanced Technological Education (ATE)

US Economic Development Administration grants

Oregon Workforce and Talent Development Board

Industry-standard software and technology partnerships/grants (Adobe, Wacom, Autodesk, etc.)

Rural Jobs Accelerator Challenge (USDA)

- National workforce or educational initiatives

Project-based learning aligns with national CTE best practices.

- Articulation agreements with local high schools, colleges, and/or universities.

We have 3 articulation agreements with Pacific Northwest College of Art: for the Graphic Design Certificate of Completion, for the Illustration Certificate of Completion, and for the Associate of General Studies. Once the AAS in Animation is established at COCC, an additional articulation agreement with this school is possible.

Summer animation camps/workshops can build interest and prepare students for college coursework.

University Transfer:

University of Oregon: Product Design program with digital media concentration

Portland State University: Film, Art & Social Practice

Oregon State University: Digital Communication Arts

Southern Oregon University: Emerging Media & Digital Arts

Program Courses (first draft)

Please see attached document: Program Courses – AAS in Animation and CPCCs-2.25.26.xls for Course List and Sample Plan with CPCCs

Related Instruction Courses: **12 credits**

Related Instruction

- ART 101AM
- ART 104
- ART 295

Core Courses (including prerequisites): **68 credits**

Core Courses

Prereqs

ART 102 – Intro to Art & Design Careers	
ART 140 – Sequential Art: Non-Digital	
ART 141 – Vector Art Illustration	
ART 142 – Digital Painting: Basic Techniques	
ART 111AM – 2-D Animation: Basics	
ART 112AM – 2-D Animation: Narrative & Scene Building	
ART 113AM – 3-D Animation: Basics	ART 111AM
ART 114AM – 3-D Animation: Modeling I	ART 111AM
ART 211AM – Animation: Motion Graphics	ART 111AM
ART 213AM – 3-D Animation: Character	ART 113AM, ART 111AM
ART 214AM – 3-D Animation: Modeling II	ART 114AM, ART 111AM
<i>ART 215AM (course not yet developed) - 2-D Animation: Character</i>	ART 111AM
<i>ART 216AM (course not yet developed) - Animation: Compositing</i>	ART 111AM
<i>ART PIT (course not yet developed)- Capstone Pitch</i>	many
<i>ART PRO (course not yet developed) - Capstone Production</i>	many
<i>ART COMPLETE (course not yet developed)- Capstone Completion</i>	many

Electives (**10 credits needed for degree**):

Electives (10 credits needed for degree) - suggested list

UX/UI	Photo/Video	Illustration	Graphic Design	Foundational
DSGN 103	ART 165	ART 143	ART 110	<i>ART 101 (not in any Art & Design CTEs)</i>
DSGN 104	ART 166	ART 234	ART 230	ART 115
DSGN 202	ART 265	ART 240	ART 297GD (1 CR)	ART 116
DSGN 203	ART 267	ART 241	ARH 269	<i>ART 117 (not in any Art & Design CTEs)</i>
DSGN 297UX	ART 268	ART 243		<i>ART 190 (not in any Art & Design CTEs)</i>
	ART 269AC	ART 297IL (1 CR)		<i>ART 191 (not in any Art & Design CTEs)</i>
	ART 269PJ	ARH 269		<i>ART Digital Core Studio (course not yet developed)</i>
	ART 297PV (1 CR)			
	ARH 270			

Total credits to complete program: **90**

Proposed CPCCs:

CPCC in Motion Graphics

20 credits

ART 111AM	4
ART 141	4
ART 211AM	4
ART 215AM	4
ART 216AM	4

CPCC in 2-D Animation

20 credits

ART 111AM	4
ART 112AM	4
ART 211AM	4
ART 215AM	4
ART 216AM	4

CPCC in 3-D Animation

20 credits

ART 111AM	4
ART 113AM	4
ART 114AM	4
ART 213AM	4
ART 214AM	4

Color Key

Not in any Art and Design CTEs

Course Not Yet Developed

Section 2: Formal Program Proposal – Due April 22, 2026

Advisory Board Collaboration

Please provide the names of your advisory board members, as well as the organizations they represent:

Rob Garrett

Creative Director, Instructor, Animator

Founder, Central Oregon Creatives

Jacob Long

Visualization, CG Generalist, VFX Artist

Lawrence Livermore National Laboratory

Ryan McCauley

Art Director, Motion Designer, VFX Artist, Editor

Owner, MccauleyMotion

Submit a signed advisory board letter of support to the Assessment and Curriculum Administrator with this form. This should be a short letter of support with all advisory board members as signatories and should include the organization they represent.

Catalog Description: Associates of Applied Science in Animation (Final Draft)

The Associate of Applied Science in Animation prepares students to pursue digital storytelling in film, television, gaming, and motion graphics. Through hands-on training with industry-standard 2D and 3D tools, students develop skills in character design and performance, visual development and world building, and the core principles of animation: timing, weight, and movement.

Coursework is structured around professional production pipelines and collaborative studio workflows, giving graduates the technical foundation and practical experience to transfer into a four-year program or step directly into a career as an entry-level animator or motion designer.

Program Learning Outcomes

For each award proposed, provide a maximum of eight program learning outcomes in a numbered list. Please see tips on [this intranet page](#). For CTE program assessment maps, which list program learning outcomes, [visit this intranet page](#). The Assessment and Curriculum Administrator is available to assist with the development of observable, measurable learning outcomes (and keep in mind that all CTE programs are required to assess student learning in the context of their approved program-level outcomes).

1. Create animation with industry-standard software.
2. Model effective and professional communication when collaborating with industry professionals and clients.
3. Produce a portfolio reel that demonstrates the variety of skills and creativity developed.

Catalog Description: Career Pathway Certificate of Completion in Motion Graphics (Final Draft)

The Motion Graphics Career Pathway Certificate of Completion introduces students to motion design, animated branding, and broadcast graphics. Using industry-standard software, students create animated content combining animation, vector illustration, and kinetic typography. This certificate provides foundational skills that support entry-level employment or continued study within the AAS in Animation.

Program Learning Outcomes

1. Create motion graphics using industry-standard software.
2. Utilize professional production practices, including project organization and iterative workflows.
3. Produce a motion graphics portfolio reel that demonstrates the skills and creativity developed.

Catalog Description: Career Pathway Certificate of Completion in 2-D Animation (Final Draft)

The 2-D Animation Career Pathway Certificate of Completion introduces students to animation practices for entertainment, gaming, and digital media. Coursework develops foundational skills in 2-D character animation and sequential visual story development, using industry-standard software. This certificate provides foundational skills that support entry-level employment or continued study within the AAS in Animation.

Program Learning Outcomes

1. Create 2-D animation using industry-standard software.
2. Utilize professional production practices, including project organization and iterative workflows.
3. Produce a 2-D animation portfolio reel that demonstrates the skills and creativity developed.

Catalog Description: Career Pathway Certificate of Completion in 3-D Animation (Final Draft)

The 3-D Animation Career Pathway Certificate of Completion introduces students to animation practices for the entertainment, gaming, and visualization industries. Using industry-standard software, students create 3-D character animation, hard-surface and organic models, rigs, and production-ready scenes. This certificate provides foundational skills that support entry-level employment or continued study within the AAS in Animation.

Program Learning Outcomes

1. Create 3-D animation using industry-standard software.
2. Utilize professional production practices, including project organization and iterative workflows.
3. Produce a 3-D animation portfolio reel that demonstrates the skills and creativity developed.

Program Courses (Final Draft)

Related Instruction Courses (Not required for programs of less than 36 credits): 12 credits

Core Courses (including prerequisites): 68 credits

Electives: 10 credits

Total credits to complete program: 90 credits

List any new courses that will need approval to bring the program online:

The following 5 courses need to be developed:

- ART 215AM 2-D Animation: Character
 - ART 216AM Animation: Lighting, Texturing, Compositing
 - ART PIT Capstone Pitch
 - ART PRO Capstone Production
 - ART COMPLETE Capstone Completion
 - *Note: PIT, PRO, COMPLETE are placeholders that would be replaced with appropriate available numbers for the ART prefix in the curriculum process.*
-
- Core Courses (including prerequisites): **68 credits**

Core Courses

Prerequisites

ART 102 – Intro to Art & Design Careers

ART 140 – Sequential Art: Non-Digital

ART 141 – Vector Art Illustration

ART 142 – Digital Painting: Basic Techniques

ART 111AM – 2-D Animation: Basics

ART 112AM – 2-D Animation: Narrative & Scene Building

ART 113AM – 3-D Animation: Basics

ART 111AM

ART 114AM – 3-D Animation: Modeling I	ART 111AM
ART 211AM – Animation: Motion Graphics	ART 111AM
ART 213AM – 3-D Animation: Character	ART 113AM, ART 111AM
ART 214AM – 3-D Animation: Modeling II	ART 114AM, ART 111AM
<i>ART 215AM (course not yet developed) - 2-D Animation: Character</i>	ART 111AM
<i>ART 216AM (course not yet developed) - Animation: Lighting, Texturing, Compositing</i>	ART 111AM
<i>ART PIT (course not yet developed)- Capstone Pitch</i>	many
<i>ART PRO (course not yet developed) - Capstone Production</i>	many
<i>ART COMPLETE (course not yet developed)- Capstone Completion</i>	many

Related Instruction (**12 credits needed for degree**):

Related Instruction

ART 101AM, 4 CR, Human Relations
 ART 104, 4 CR, Computation
 ART 295, 4 CR, Communications (Recommended preparation: ART 110, ART 141, ART 265)

Electives (**10 credits needed for degree**):

Electives (10 credits needed for degree) - suggested list

UX/UI	Photo/Video	Illustration	Graphic Design	Foundational
DSGN 103	ART 165	ART 143	ART 110	<i>ART 101 (not in any Art & Design CTEs)</i>
DSGN 104	ART 166	ART 234	ART 230	ART 115
DSGN 202	ART 265	ART 240	ART 297GD (1 CR)	ART 116
DSGN 203	ART 267	ART 241	ARH 269	<i>ART 117 (not in any Art & Design CTEs)</i>
DSGN 297UX	ART 268	ART 243		<i>ART 190 (not in any Art & Design CTEs)</i>
	ART 269AC	ART 297IL (1 CR)		<i>ART 191 (not in any Art & Design CTEs)</i>
	ART 269PJ	ARH 269		<i>ART Digital Core Studio (course not yet developed)</i>
	ART 297PV (1 CR)			
	ARH 270			

Total credits to complete program: **90**

Proposed Career Pathway Certificates of Completion Sample Plans:

Color Key

Not in any Art and Design CTEs

Course needs approval to bring the program online

CPCC in Motion Graphics

ART 111AM - 2-D Animation: Basics	4
ART 141 - Vector Art Illustration	4
ART 211AM - Animation: Motion Graphics	4
<i>ART 216AM - Animation: Lighting, Texturing, Compositing</i>	4

16

CPCC in 2-D Animation

ART 111AM - 2-D Animation: Basics	4
ART 142 - Digital Painting: Basic Techniques	4
ART 112AM - 2-D Animation: Narrative & Scene Building	4
<i>ART 215AM - 2-D Animation: Character</i>	4

16

CPCC in 3-D Animation

ART 111AM - 2-D Animation: Basics	4
ART 113AM - 3-D Animation: Basics	4
ART 114AM - 3-D Animation: Modeling I	4
ART 213AM - 3-D Animation: Character	4
ART 114AM - 3-D Animation: Modeling II	4

20

Sample Plan

AAS in Animation

Units: 90

Term 1	15
ART 101AM	4
ART 102	3
ART 111AM	4
Choose One	4
ART 141	
ART 142	

Term 4	14
ART 213AM	4
<i>ART 215AM</i>	4
<i>ART PIT</i>	1
Elective	4
Elective	1

Term 5	16
<i>ART 216AM</i>	4

Lighting,
Texturing,
Compositing

Term 2	16	
ART 104	4	Computation
ART 112AM	4	2-D Narrative
ART 113AM	4	3-D Basics
ART 114AM	4	Modeling 1

ART PRO	8	Production
ART 140	4	

Term 3	16	
ART 211AM	4	Motion Graphics
ART 214AM	4	Modeling 2
Choose One	4	
ART 141		
ART 142		
Elective	4	

Term 6	13	
ART COMPLETE	8	Postproduction
ART 295	4	
Elective	1	

Color Key

Not in any Art and Design CTEs

Course needs approval to bring the program online

Capacity

Program Director and email:
Stuart Allan, sallan2@cocc.edu

Identify any one-time faculty load impacts and ongoing load impacts:

Program Director load units will be shared split by task with the Art & Design Program Director, for an Animation Program Director Load of about 8.5 lus.

Tier 1 Shared Standard CTE Duties:

Assessment of program and course level outcomes

Website update and catalog review

CTE Council meetings (3 hours per month)

Develop and maintain community partnerships

First contact response to student issues

Marketing and recruitment for program

Represent program at local, state, national and/or international levels

24 hours summer work

Tier 1 Individual Standard CTE Duties:

PT/ADJ evaluation observations per #PT/ADJ (up to 5)

Tier 2 Shared CTE Duties

Equipment and lab management

Ongoing Program Director commitment of about 8.5 lus, subtracted from 45 lus per year, leaves 36.5 lus, allowing me to teach 8 to 9 classes (4.5 lus each) per academic year.

Is current faculty staffing adequate to meet (a) the likely enrollment needs of the program and (b) the content knowledge requirements to teach the curriculum?

If no, please explain the personnel needs:

After the first year of the proposed program, taking into account likely enrollment needs of the program as well as content knowledge requirements, staffing for the AAS in Animation will not be adequate. We will likely need to hire 2 additional part-time instructors.

Budget

Note: If you are requesting a new separate budget, it will not be available in the subsequent Fall after program approval. New budgets need to be requested

Will this program require a new budget, or will it remain part of an existing budget?

The program will remain part of the existing Art & Design budget.

Expenses

Use the table below to identify current resources to be directed to the program and new resources needed. Ongoing expenses should be included in each year to display cumulative expenses. For guidance, contact the chair and/or dean.

Have you reviewed this budget with your area Dean? Please indicate date of review:

Reviewed with area Dean Jessica Giglio, April 15, 2026

EXPENSE	First Year Reallocation	First Year New	Second Year Reallocation	Second Year New	Third Year Reallocation	Third Year New
Personnel	0	0	0	Additional funds for 2 PT instructors, full load: \$36,750	Reallocation for 2 PT instructors, full load: \$36,750	0
Equipment	0	0	0	0	0	0
Hardware	0	2 additional computers, current IT estimate ~\$4,000 each	0	2 additional computers, current IT estimate ~\$4,000 each	0	2 additional computers, current IT estimate ~\$4,000 each
Software	0	0	0	0	0	0
Materials	0	0	0	0	0	0
Curriculum	0	0	0	0	0	0
Other capital	0	0	0	0	0	0
Accreditation	0	0	0	0	0	0
Other	0	0	0	\$2,500	\$2,500	0
Total	0	\$8,000	0	\$47,250	\$39,250	\$8,000

Revenue

Identify new course/program fees. Identify other dedicated external resources (grants, outside funding).

No new course/program fees.

Student Aid

Identify special aid, scholarships, or other student resources. Email Financial Aid if you need assistance filling out this portion of the form.

Students in this program will be eligible for Financial Aid.

Effective Year and Term

New programs are effective the fall following approval. If a different year and term are desired, identify those here and provide a rationale.

Fall 2027

Enrollment Options

- Rolling entry (students can begin any term)
Suggested that students begin in Fall
- Rolling entry (students can begin any term except summer)
- Cohort program (a group of students have the same schedule throughout program)
- Part-time and full-time attendance options available
- Full time attendance in cohort or core courses required
- Program begins every fall term
- Program begins every other year in fall term
- Program begins in fall (daytime courses) and spring (evening courses)
- Program orientation course required in first term
- Courses must be sequenced carefully; work closely with an advisor

Program Entrance

- Selective admission
- Enforced prerequisites for first term
- Recommended preparation for first term
- No formal entrance requirement; course prerequisites in program
- No entrance requirement

Internal Impacts

Identify impacts to the following areas, with special attention to how your new program may require outreach to the areas of campus listed below.

Admissions and Records:

Discussions and alignment to serve interested students.

Advising:

CAP Services discussions and alignment, to serve interested students. ART 111 is the prerequisite for most AAS Animation classes, so discussions with the sample plan will help when advising students in their degree pathways.

Bookstore:

Campus Services:

College Now:

College Relations:

Financial Aid:

Information Technology Services:

Ongoing network organization and technology support, additional assistance with hardware/software, and dedicated Animation lab space.

Library:

Technology checkout for laptops and related hardware each term. Digital textbook resource management through publishers.

Policy:

Risk Management:

Tutoring and Testing:

External Impacts

Are adequate internship, work-based learning experience and/or Cooperative Work Experience sites available? Please list current or potential sites (or write "none" if not applicable):

Local animation-based design, motion graphics, and marketing firms show strong potential for internship opportunities and cooperative work experiences for AAS in Animation students. Active outreach for planned Art & Design events and an ongoing industry speaker series integrated into ART 102: Intro to Art and Design Careers, has already strengthened relationships with professionals who are candidates for partnership agreements. Animation is often done remotely, broadening the range of potential internship connections available to COCC Animation students.

Potential internship partners, with initial contact made, include:

- Sony Bend Studios
- RADCAT Design
- Three Pines Collective
- MccauleyMotion, a motion design firm

Central Oregon Community College

Letter of Support from the Advisory Board form Associate of Applied Science in Animation Proposal

4/22/2026

Subject: Letter of Support for the Creation of an Associate of Applied Science in Animation Proposal

Dear Academic Affairs Committee Members,

The AAS in Animation Program Advisory Board members fully support the proposed creation of a Certificate in Associate of Applied Science in Animation Proposal, with related Career Pathways Certificates of Completion in 2-D Animation, 3-D Animation, and Motion Graphics, to be offered through the Art & Design program at Central Oregon Community College (COCC).

The Advisory Board reviewed this proposal during our board meeting on April 14, 2026, and we believe the proposed certificate will play a vital role in addressing workforce needs and preparing students with relevant, job-ready skills.

The curriculum has been thoughtfully designed to equip students with foundational and practical competencies necessary for success in the field of Animation. Courses will include instruction in topics such as effective and professional communication when collaborating with industry professionals and clients, creating animation with industry standard software, producing a portfolio reel demonstrating a variety of skills and creativity, and other areas aligned with industry expectations and student career readiness.

A dedicated Certificate of AAS in Animation and CPOCCs aligns with our shared commitment to providing quality, workforce-responsive education. We believe these certificates will result in graduates who are prepared to make an immediate and meaningful contribution to the animation field.

The Associates of Applied Science in Animation Program Advisory Board supports this proposal, as indicated by our signatures below.

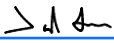
Sincerely,

Rob Garrott


[Robert Garrott \(Apr 17, 2026 14:40:33 PDT\)](#)

Creative Director, Instructor, Animator Founder, Central Oregon Creatives

Jacob Long


Jacob Long (Apr 18, 2026 10:15:40 PDT)

Visualization, CG Generalist, VFX Artist Lawrence Livermore National Laboratory

[Name, Credentials]


Ryan McCauley (Apr 20, 2026 07:37:47 PDT)

Art Director, Motion Designer, VFX Artist, Editor Owner, MccauleyMotion

Occupation**Title** *Special Effects Artists and Animators*

Area Name	10th Percentile	25th Percentile	50th Percentile (Median)	75th Percentile	90th Percentile	Mean (Average)
Oregon	\$32.03	\$40.79	\$53.65	\$67.64	\$81.50	\$56.01
Central Oregon						

Occupation**Title** *Graphic Designers*

Area Name	10th Percentile	25th Percentile	50th Percentile (Median)	75th Percentile	90th Percentile	Mean (Average)
Oregon	\$19.66	\$24.57	\$31.50	\$41.67	\$56.54	\$35.53
Central Oregon	\$18.13	\$19.63	\$28.32	\$35.62	\$53.93	\$29.79

Occupation**Title** *Designers, All Other*

Area Name	10th Percentile	25th Percentile	50th Percentile (Median)	75th Percentile	90th Percentile	Mean (Average)
Oregon	\$20.94	\$23.87	\$31.87	\$42.37	\$56.43	\$36.02
Central Oregon						

Occupation**Title** *Film and Video Editors*

Area Name	10th Percentile	25th Percentile	50th Percentile (Median)	75th Percentile	90th Percentile	Mean (Average)
Oregon	\$23.32	\$27.56	\$30.63	\$47.75	\$67.39	\$38.49
Central Oregon	\$22.76	\$24.41	\$29.94	\$36.82	\$46.14	\$38.82

Occupation**Title** *Web and Digital Interface Designers*

Area Name	10th Percentile	25th Percentile	50th Percentile (Median)	75th Percentile	90th Percentile	Mean (Average)
Oregon	\$28.45	\$36.49	\$48.87	\$65.21	\$86.77	\$55.26
Central Oregon	\$27.16	\$32.98	\$46.93	\$64.27	\$93.88	\$52.12

Occupation**Title** *Art Directors*

Area Name	10th Percentile	25th Percentile	50th Percentile (Median)	75th Percentile	90th Percentile	Mean (Average)
Oregon	\$39.52	\$50.32	\$73.29	\$97.58	\$105.32	\$74.38
Central Oregon	\$37.74	\$40.48	\$48.25	\$59.24	\$80.50	\$55.25

Occupation**Title** *Artists and Related Workers, All Other*

Area Name	10th Percentile	25th Percentile	50th Percentile (Median)	75th Percentile	90th Percentile	Mean (Average)
Oregon	\$19.45	\$21.02	\$32.87	\$38.27	\$50.90	\$33.94
Central Oregon						

Occupation**Title** *Computer Occupations, All Other*

Area Name	10th Percentile	25th Percentile	50th Percentile (Median)	75th Percentile	90th Percentile	Mean (Average)
Oregon	\$28.23	\$38.28	\$50.84	\$64.90	\$91.69	\$56.65
Central Oregon	s	s	s	s	s	s

Occupation**Title** *Media and Communication Workers, All Other*

Area Name	10th Percentile	25th Percentile	50th Percentile (Median)	75th Percentile	90th Percentile	Mean (Average)
Oregon	\$16.13	\$19.61	\$24.72	\$30.73	\$42.19	\$27.55
Central Oregon						

Source: Oregon Employment Department, Oregon Wage Information