



ANIMATION

Video Game Animation Certificate of Achievement (Code# 3014) 2009 - 2010

REQUIREMENTS FOR THE CERTIFICATE:

COURSE NO.	TITLE	UNITS
ANIM 101	Introduction to Animation	3
ANIM 120	Story Development and Storyboarding	3
ANIM 140	Introduction to 3D Studio Max / Animation	3
ANIM 141	Introduction to 3D Computer Animation: Maya	3
ANIM 222	Character and Prop Design for Animation	3
ANIM 230	Texture Mapping for Computer Animation	3
ANIM 240	Advanced 3D Studio Max/Animation	3
OR		
ANIM 241	Advanced Maya Animation	3
ANIM 260	Real-Time Video Game Animation	3
ANIM 280	Animation Portfolio	3
GMD 047	Introduction to Photoshop	1
Recommended but not required electives:		
CMPSCI 235	'C' Programming	3
CMPSCI 236	C++ Object Oriented Programming	3
CWEXP 188	Cooperative Work Experience Education in the Animation work environment	1-4
Total Units for Certificate:		28