



# COMPUTER ANIMATION

## Associate of Arts Degree (Code #3012)

*REVISED FOR 2009 - 2010*

### REQUIREMENTS FOR THE MAJOR:

COURSE NO.	TITLE	UNITS
ANIM 100	History of Animation	3
ANIM 101	Introduction to Animation	3
ANIM 120	Story Development and Storyboarding	3
ANIM 130	Flash Animation	3
ANIM 141	Introduction to 3D Computer Animation: Maya	3
ANIM 190	Digital Animation Production	3
ANIM 230	Texture Mapping for Computer Animation	3
ANIM 241	Advanced Maya Animation	3
ANIM 280	Animation Portfolio	3
<b>OR</b>		
CWEXP 188	Cooperative Work Experience: Animation Work Environment	1-4
GMD 047	Introduction to Photoshop	1
GMD 173	Motion Design	3
<b>Recommended but not required electives:</b>		
ANIM 120	Story Development and Storyboarding	3
ANIM 221	Environmental Design for Animation	3
ANIM 222	Character and Prop Design for Animation	3
ART 124A	Drawing I	3
DANCE 111	Fundamentals of Dance Movement	1
<b>OR</b>		
THEATR 241	Movement for the Performer	3
GMD 172	Desktop Video	3
Total Units for Major:		31

### PLUS:

- ◆ a minimum of 60 semester units (a minimum of 12 units completed at College of the Canyons)
- ◆ completion of Associate Degree GE, Diversity, American Institutions and PE/Wellness requirements
- ◆ a minimum 2.0 grade point average (C average) or better in associate degree applicable units and be in good standing at College of the Canyons (all courses required for the major must be completed with a C grade or better).