

# PROGRAM OF STUDY

## Computer Animation Associate in Arts

The Animation Program will prepare students for an entry-level position in the animation industry with emphasis in either computer or hand-drawn methods. The Associate Degrees are also designed to transfer to four-year colleges or universities. At the conclusion of their studies, all students will be prepared for entry-level positions in a number of fields (for example: video game design, television and motion picture production) requiring them to create animation, by either computer or hand-drawn methods, or a combination of the two. We offer classes in traditional drawn animation, character design, layout, storyboarding, 2-D computer animation, and 3-D computer animation.

### **Student Learning Outcome:**

1. Create portfolio-ready art work demonstrating their mastery of the fundamentals of computer animation and CGI scene creation.
2. Critique animation projects using industry standards.

### **Program Requirements:**

		<b>Units</b>
MEA 100	Mass Media and Society	3 - 0
	<b>or</b>	
MEA 102	History of Animation	3 - 0
MEA 106	Introduction to Animation	3 - 0
MEA 109	Story Development and Storyboarding	3 - 0
MEA 114	Digital Sound Editing	3 - 0
	<b>or</b>	
MEA 116	Film/Video Editing	3 - 0
	<b>or</b>	
MEA 118	Introduction - 2D Digital Animation	3 - 0
MEA 131	3D Modeling and Surfacing	3 - 0
MEA 135	Computer Animation and Special Effects	3 - 0
MEA 265	Animation Production	3 - 0
CAWT 074	Introduction to Photoshop	1.5 - 0
GMD 173	Motion Design	3 - 0

### **Plus a minimum of six units from the following:**

		<b>Units</b>
MEA 231	Digital Sculpture	3 - 0
MEA 234	Character Animation	3 - 0
MEA 235	Visual Effects	3 - 0

### **Plus a minimum of two units from the following:**

		<b>Units</b>
MEA 295	Professional Practices/Portfolio	2 - 0
	<b>or</b>	
CWE 188	Cooperative Work Experience Education	1 - 4

### **Recommended electives:**

		<b>Units</b>
MEA 108	Scriptwriting Fundamentals	3 - 0
ART 124A	Drawing I	3 - 0
DANCE 111	Fundamentals of Dance Movement	1 - 0
	<b>or</b>	
THEATR 241	Movement for the Performer	3 - 0
PHOTO 150	Cameras and Composition	3 - 0

**Total Units**

**33.5**

