Certificate of Achievement: Video Game Animation

A certificate designed to prepare students to enter the video game animation industry.

Certificate Student Learning Outcome:

Students will be able to demonstrate proficiency in the core skills and knowledge required for employment in the field of video game animation.

Program Requirements:

Units Required: 24.5

		Units:
MEA-106	Introduction to Animation	3.0
MEA-109	Story Development and Storyboarding	3.0
MEA-131	3D Modeling and Surfacing	3.0
MEA-218	3D Game Art Creation	3.0
MEA-231	Digital Sculpture	3.0
MEA-232	Character and Prop Design for Animation	3.0
MEA-234	Character Animation	3.0
MEA-295	Professional Practices/Portfolio	2.0
CAWT-074	Introduction to Photoshop	1.5

Recommended electives:

CMPSCI-235	C Programming	3.0
CMPSCI-236	C++ Object Oriented Programming	3.0
WE-186MEA	Work Experience Education Media Entertainment Arts	1.0 – 4.0