Associate in Arts Degree: Animation Production

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. Classes include traditional drawn animation, character design, layout, storyboarding, 2-D computer animation, and 3-D computer animation.

Degree Student Learning Outcome:

Students will be able to:
Create portfolio-ready art work demonstrating their mastery of the fundamentals of concept art and two dimensional animation.

Critique animation projects using industry standards.

Program Requirements:

Units Required: 30.5

		Units:
MEA-100	Mass Media and Society	3.0
OR		
MEA-101	Television and Film Media Aesthetics	3.0
OR		
MEA-102	History of Animation	3.0
MEA-106	Introduction to Animation	3.0
MEA-109	Story Development and Storyboarding	3.0
MEA-118	Introduction – 2D Digital Animation	3.0
OR		
MEA-190	Stop-Motion Animation Fundamentals	3.0
MEA-265	Studio Production	3.0
CAWT-074	Introduction to Photoshop	1.5
ART-125A	Drawing I	3.0
OR		
ART-225B	Drawing II	3.0
ART-224A	Drawing III - Life Drawing	3.0

Plus a minimum of six units from the following:

MEA-221	Extended Reality Design and Development	3.0
MEA-232	Character and Prop Design for Animation	3.0
MEA-233	Advanced 2D Animation	3.0
MEA-261	Advanced Animation	3.0

Plus a minimum of two units from the following:

MEA-295	Professional Practices/Portfolio	2.0
OR		
WE-186MEA	Work Experience Education Media Entertainment Arts	0.50 – 4.0

Recommended electives:

THEATR-140	Acting Fundamentals	3.0