

PROGRAM OF STUDY

Video Game Animation Certificate of Achievement

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

Student Learning Outcome:

Demonstrate proficiency in the core skills and knowledge required for employment in the field of video game animation.

Program Requirements:

		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	Real-time Video Game Animation	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 - 0

Recommended electives:

		Units
CMPSCI 235	'C' Programming	3 - 0
CMPSCI 236	C++ Object Oriented Programming	3 - 0
CWE 188	Cooperative Work Experience Education	1 - 4

Total Units

24.5

PID 359