

PROGRAM OF STUDY

Animation Production 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 concept art and two dimensional animation.
2. Critique animation projects using industry standards

Program Requirements:

		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
MEA 265	Animation Production	3 - 0
CAWT 074	Introduction to Photoshop	1.5 - 0
ART 124A	Drawing I	3 - 0
	or	
ART 124B	Drawing II	3 - 0
ART 224A	Drawing III - Life Drawing	3 - 0

Plus a minimum of six units from the following:

		Units
MEA 232	Character and Prop Design for Animation	3 - 0
MEA 233	Advanced 2D Digital Animation	3 - 0
MEA 261	Advanced Animation	3 - 0

Plus a minimum of two units from the following:

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

Recommended electives:

		Units
THEATR 140	Acting Fundamentals	3 - 0

Total Units**30.5**

PID 333