

## Media Arts: Animation and Game Art

**Award Type:** Associate in Science

The Animation and Game Art program provides a comprehensive foundation in the traditional artistic skills and digital tool sets that are at the center of the animation, visual effects, and game development industries. Our program allows students to build their own emphasis in either traditional animation or interactive game art through their choice of electives. The A.S. degree in Animation and Game Art prepares students for entry-level employment in the creative industries. Students seeking to transfer to four-year institutions should meet with an Allan Hancock College counselor to check for required courses.

**The graduate of the Associate in Science in Media Arts: Animation and Game Art will:**

- Generate multiple character designs and stories in response to a specific concept.
- Design and animate characters and environments for narrative and interactive projects.
- Plan and storyboard animated sequences for traditional and digital formats.
- Use animation techniques and principles expressively in creating short animated films.

### Program Requirements

**A major of 36 units is required for the associate in science degree.**

**Required core courses (27 units):**

Course Number	Course Title	Units
ART 108	Design 1 on the Computer	3.0
	or	
GRPH 108	Design 1 on the Computer	3.0
ART 115	Introduction to Animation	3.0
	or	
FILM 115	Introduction To Animation	3.0
	or	
MMAC 115	Introduction to Animation	3.0
ART 120	Drawing 1	3.0
ART 122	Life Drawing 1	3.0
FILM 117	3D Computer Animation 1	3.0
	or	
MMAC 117	3D Computer Animation 1	3.0
GRPH 112	Digital Imagery	3.0
MMAC 101	Introduction to Multimedia	3.0
MMAC 114	Game and App Design	3.0
GRPH 130	3D Modeling For Production	3.0

**Plus 9 units from one of the areas of concentration below (either A or B)**

#### Option A: Emphasis in Animation

Course Number	Course Title	Units
ART 107	Introduction to Digital Art	3.0
MMAC 116	Intermediate Animation	3.0
	or	
FILM 116	Intermediate Animation	3.0
FILM 118	3D Computer Animation 2	3.0
	or	

MMAC 118	3D Computer Animation 2	3.0
FILM 128	Intermediate Motion Graphics	3.0
	or	
MMAC 128	Intermediate Motion Graphics	3.0
MMAC 126	Introduction to Motion Graphics	3.0
	or	
FILM 126	Introduction to Motion Graphics	3.0

**Option B: Emphasis in Games**

<b>Course Number</b>	<b>Course Title</b>	<b>Units</b>
MMAC 118	3D Computer Animation 2	3.0
	or	
FILM 118	3D Computer Animation 2	3.0
MUS 115	Introduction to Sound Recording & Mixing	3.0