Applied Design/Media: Animation

Award Type: Associate in Science

The Animation program provides a comprehensive foundation in the traditional and digital artistic skills that are at the center of the animation, visual effects, and video gaming industries. Our program allows students to build their own emphasis in either traditional 2D or computerized 3D animation through their choice of electives. The A.S. degree in Animation prepares students for transfer to four-year Animation programs and entry-level employment in the creative industries.

The graduate of the Associate in Science in Applied Design/Media: Animation will:

- Generate multiple characters and stories in response to a specific concept.
- Design and model characters and environments for animation.
- 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 34 units is required for the associate in science degree.

Required core courses (25 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	
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
FILM 127	Digital Video Post-Production	3.0
	or	
MMAC 127	Digital Video Post-Production	3.0
GRPH 111	Digital Imagery Lab	1.0
	and	
GRPH 112	Digital Imagery	3.0
MMAC 101	Introduction to Multimedia	2.0
MMAC 102	Introduction to Multimedia Lab	1.0

Plus a minimum of 9 units selected from the following:

Course Number	Course Title	Units
ART 107	Computer Fine Art	3.0
ART 110	Design 1	3.0
ART 123	Life Drawing 2	3.0
GRPH 130	3D Modeling For Production	3.0
FILM 110	Introduction to Motion Picture and Video Production	4.0
FILM 116	Intermediate Animation	3.0

	or	
MMAC 116	Intermediate Animation	3.0
FILM 118	3D Computer Animation 2	3.0
	or	
MMAC 118	3D Computer Animation 2	3.0
MMAC 114	Game and App Design	3.0
MMAC 125	Computer Video Editing	3.0
	or	
FILM 125	Computer Video Editing	3.0
MMAC 126	Introduction to Motion Graphics	3.0
	or	
FILM 126	Introduction to Motion Graphics	3.0
MUS 118	Intro to Electronic Music	3.0
GRPH 130	3D Modeling For Production	3.0