ART: ANIMATION (ANIM)

ANIM 99i Independent Studies in Animation
2 Units (Degree Applicable)
Lecture: 18   Lab: 54
Prerequisite: *Approved Independent Study Learning Contract.*

Offers students recognition for their academic interests and ability an opportunity to explore their disciplines in greater depth within animation or game design. Professor authorization needed prior to enrollment.

ANIM 100 Digital Paint and Ink
3 Units (Degree Applicable)
Lecture: 36   Lab: 71

Illustration skills used in digital animation and game production. Focuses on digital illustration tools, including painting and drawing using vector and bitmap for animation environments.

ANIM 101A Drawing - Gesture and Figure
3 Units (Degree Applicable, CSU)
Lecture: 36   Lab: 71

Contemporary and traditional approaches to sketching the human figure using drawing techniques for rapid visualization. Emphasizes and develops perceptual and technical skills for capturing basic visual mechanics of motion and gesture.

ANIM 101B Figure Gesture - Design
3 Units (Degree Applicable)
Lecture: 36
Prerequisite: *ANIM 101A*

Contemporary and traditional approaches to sketching the human figure using drawing techniques for rapid visualization. Emphasizes and develops elements of design for the purposes of visual communication and storytelling.

ANIM 101C Figure Gesture Expressive Design
3 Units (Degree Applicable)
Lecture: 36   Lab: 71
Prerequisite: *ANIM 101A*

Contemporary and traditional approaches to sketching the human figure using drawing techniques for rapid visualization. Emphasizes and develops personal interpretation, individual expression, and media exploration.

ANIM 104 Drawing Fundamentals
3 Units (Degree Applicable, CSU)
Lecture: 36   Lab: 71

Creative expression through the use of drawing media and techniques. Emphasis is placed on use of construction, light logic, atmospheric and linear perspective, and gesture directed toward animation. Includes basic drawing skills and methods of achieving compositional integrity through objective analysis and synthesis. May require off-campus assignments.

ANIM 107 Figure in Motion
3 Units (Degree Applicable)
Lecture: 36   Lab: 71
Prerequisite: *ANIM 101A or ARTD 17A*

Drawing human figures in motion. Anatomical landmarks, proportion, light and shadow, line composition, figure-ground relationship, the interaction of form and content, and the expressive potential of the human figure will be explored.

ANIM 108 Principles of Animation
3 Units (Degree Applicable, CSU)
Lecture: 36   Lab: 71

Principles of drawing for traditional animation concentrating on the mechanics of movement, timing, and emotion for the creation of expressive line drawings.

ANIM 110 Animal Drawing
3 Units (Degree Applicable)
Lecture: 36   Lab: 71
Prerequisite: *ARTD 15A or ANIM 104*

Traditional and contemporary approaches to sketching and drawing animals for visual communication and storytelling. Gesture, anatomical structure, proportion, line, and action analysis will be explored. Requires off-campus field trips.

ANIM 115 Storyboarding
3 Units (Degree Applicable, CSU)
Lecture: 36   Lab: 71
Prerequisite: *ANIM 100*

Storyboarding with emphasis on storytelling, cinematography, drawing, and notation as it relates to the animation industry.

ANIM 116 Character Development
1.5 Units (Degree Applicable)
Lecture: 18   Lab: 36
Prerequisite: *ARTD 15A or ANIM 104*

Drawing and development of characters for animation. Observation of details for character attitude, personality, movement, posing, dialogue, mouth positions, body language, and consistent drawing techniques for model sheets will be explored.

ANIM 122 Introduction to Virtual Reality Design and Technology
3 Units (Degree Applicable)
Lecture: 36   Lab: 71

Virtual Reality (VR) tools and technologies for the beginner. Through a series of hands-on projects, the student learns techniques, tools, and the design principles involved in constructing games, narratives, and visual communication using VR.

ANIM 130 Introduction to 3D Modeling
3 Units (Degree Applicable, CSU, UC)
Lecture: 36   Lab: 71

Three-dimensional (3D) modeling techniques using animation and gaming industry-standard software.

ANIM 131 Introduction to Game Design
3 Units (Degree Applicable, CSU, UC)
Lecture: 36   Lab: 71

Introduction to game art and game development including the principles, tools, and technologies for designing analog and computer games.

ANIM 132 Intermediate 3D Modeling
3 Units (Degree Applicable, CSU)
Lecture: 36   Lab: 71
Prerequisite: *ANIM 130*

3D modeling and texturing methods used in the film and game industries. Topics covered include modeling, materials, UV unwrapping, real time texture painting, lighting, and rendering techniques.

ANIM 137A Work Experience in New Digital Media
1-3 Units (Degree Applicable)
(May be taken for Pass/No Pass only)
Lab: 60-225
Prerequisite: *Compliance with Work Experience regulations as designated in the College Catalog*

Work experience in areas of new digital media at an approved worksite related to a certificate or degree program of study. A minimum of 60 non-paid clock hours or 75 paid clock hours of supervised work per semester is required for each unit of credit. Instructor approval required.

ANIM 140 Introduction to 3D Animation
3 Units (Degree Applicable)
Lecture: 36   Lab: 71

Introduction course in three-dimensional (3D) character animation including staging, posing, timing, and motion as used in games and movies. Through a series of lectures and projects, the student learns the 3D animation industry workflow and thinking.

ANIM 141 Game Level Design
3 Units (Degree Applicable, CSU)
Lecture: 36   Lab: 71
Prerequisite: *ANIM 131*

Intermediate level design of computer game levels with a greater emphasis on art, animation, and gameplay to support a narrative.

ANIM 146 Intermediate 3D Animation
3 Units (Degree Applicable)
Lecture: 36   Lab: 71
Prerequisite: *ANIM 140*

Intermediate level training in three-dimensional (3D) character animation as done in games and movies. Through a series of lectures and projects, the student develops their storytelling skills using 3D animation.

ANIM 148 Demo Reel
3 Units (Degree Applicable)
Lecture: 36   Lab: 71
Prerequisite: *Completion of a minimum of 9 semester units in one of the following programs: Graphic Design, Illustration, Animation, Web Design, Architectural Design, Art, Fashion Merchandising, Industrial Design, Interior Design, or Photography.*

Production of a demo reel and portfolio representative of interest, strength and skills for entry into animation fields, professional schools or baccalaureate institutions.

ANIM 151 Game Art Development
3 Units (Degree Applicable)
Lecture: 36   Lab: 71
Prerequisite: *ANIM 130*

Designing and developing complex 2D and 3D art assets including environments and props for use in game engines.

ANIM 167 Visual Development
3 Units (Degree Applicable, CSU)
Lecture: 36   Lab: 71
Prerequisite: *ARTC 163 or (ANIM 101A and ARTD 16)*

Conceptual designs focused on storytelling for video games, film, and animation. Students cannot receive credit for both ARTC 167 and ANIM 167.

ANIM 172 Motion Graphics, Compositing and Visual Effects
3 Units (Degree Applicable, CSU, UC)
Lecture: 36   Lab: 71
Prerequisite: *ARTC 100 or ANIM 100 or PHOT 9*

Elements of motion graphics, motion art, and visual effects including design, animation, character art, typography, compositing, and editing in a production environment (i.e. TV, film, DVD, or web). Focuses on using Adobe After Effects and other industry standard software. ANIM 172 and ARTC 272 cannot both be taken for credit.

ANIM 175 Digital Animation
3 Units (Degree Applicable)
Lecture: 36   Lab: 71
Prerequisite: *ANIM 100*

Principles of animation using digital software for multimedia.

ANIM 210 Building Worlds in Virtual Reality
3 Units (Degree Applicable)
Lecture: 36   Lab: 71
Prerequisite: *ANIM 122*

Intermediate level course in design, planning, and processes to build complex immersive 3D worlds using Virtual Reality (VR). The successful student builds a complex VR world designed to immerse a user with interactive elements, 3D geometry, and sound while effectively communicating a story or a message.