ANIMATION (AS DEGREE S1006)

Arts Division
Degree S1006
The Animation Program offers an integrated/interdisciplinary approach to prepare students to meet current and future job market demands. The student will be given a balanced blend of art and technology-based skills essential for today's careers in animation. The program offers both an A.S. degree and certificates. Course content is driven by industry needs in order to provide the student with the best possible preparation for a career in animation or for transfer to an institution of higher learning. This Animation AS Degree provides expertise leading to employment opportunities as junior animators, character designers, storyboard artists, 3D modelers and game designers.

This degree requires the completion of General Education (https://catalog.mtsac.edu/programs/degrees-certificates/#gerequirementstext) coursework plus the following:

Required Courses

Course Prefix	Course Name	Units
Core Courses		
ANIM 100	Digital Paint and Ink	3
ANIM 101A	Drawing - Gesture and Figure	3
ANIM 108	Principles of Animation	3
ANIM 110	Animal Drawing	3
ANIM 115	Storyboarding	3
ANIM 116	Character Development	1.5
Required Electives		
Choose one of the following specializations:		21-25
Animation		
ANIM 130	Introduction to 3D Modeling	
ANIM 132	Intermediate 3D Modeling	
ANIM 140	Introduction to 3D Animation	
ANIM 146	Intermediate 3D Animation	
ANIM 148	Demo Reel	
ANIM 172	Motion Graphics, Compositing and Visual Effects	
ANIM 175	Digital Animation	
Gaming		
ANIM 122	Introduction to Virtual Reality Design and Technology	
ANIM 130	Introduction to 3D Modeling	
ANIM 131	Introduction to Game Design	
ANIM 140	Introduction to 3D Animation	
ANIM 141	Game Level Design	
ANIM 148	Demo Reel	
Choose two courses from the following (6-7 units):		
ANIM 151	Game Art Development	
ANIM 210	Building Worlds in Virtual Reality	
CSCI 110	Fundamentals of Computer Science	
Total Units		**37.5-41.5**

Animation & Gaming Website (http://mtsac.edu/animation/)

Program Learning Outcomes
Upon successful completion of this program, a student will:

- Be able to plan, produce, collaborate on, and create 2D art and animation assets for use in games and animation productions.
- Be able to plan, produce, collaborate on, and create 3D models of objects and environments that can be used in games, and animation productions.
- Be able to plan, develop, and collaborate on storyboards for short animation and game productions.
- Be able to design, collaborate on, work with external developers and produce board games, and digital games.
- Create a portfolio demonstrating a clear understanding of selecting and organizing to present their art portfolio to animation and game studios.

Review Student Learning Outcomes (SLOs) (http://www.mtsac.edu/instruction/outcomes/sloinfo.html) for this program.