ART: ANIMATION (ANIM)

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.
Course Schedule

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.
Course Schedule

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.
Course Schedule

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.
Course Schedule

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.
Course Schedule

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.
Course Schedule

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.
Course Schedule

ANIM 109 Advanced Principles of Animation
3 Units (Degree Applicable)
Lecture: 36 Lab: 71
Prerequisite: ANIM 108
Advanced principles of animation applied to the process of creating an animated film. Includes mechanics of motion, weighted movement, lip sync and expression applied to story, staging, and character development. Focus will be on the animated film process from script to storyboards, timing sheets, key posing, inbetweening, and clean-up through the completion of a final animated short film.
Course Schedule

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.
Course Schedule

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.
Course Schedule

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.
Course Schedule
Art: Animation (ANIM)

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 thinking involved in constructing games, narratives, and visual communication using VR.
Course Schedule

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.
Course Schedule

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

Introduction to game design including the principles, tools, and strategies for designing analog and computer games.
Course Schedule

ANIM 132  Intermediate 3D Modeling
3 Units (Degree Applicable, CSU)
Lecture: 36  Lab: 71
Prerequisite: ANIM 130 and ANIM 100
Advisory: ANIM 104

3D modeling and texturing methods used in the film and game industries using Maya software. Topics covered include UV unwrapping, Photoshop texture painting, and organic modeling techniques.
Course Schedule

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.
Course Schedule

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

Three dimensional (3D) character animation including staging, posing, timing, and motion as used in games, film, and television. Through a series of lectures and projects, the student gets an introduction to the 3D animation industry workflow and thinking.
Course Schedule

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

Design of computer game levels with an emphasis on art and animation assets creation, gameplay development, and story.
Course Schedule

ANIM 145  Advanced 3D Modeling
3 Units (Degree Applicable)
Lecture: 36  Lab: 54
Prerequisite: ANIM 132

3D modeling focusing on creating humanoids, animals, and creatures for Animation and Gaming industries.
Course Schedule

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

Course in three-dimensional (3D) animation focusing on action sequences, acting, and dialog as used in games, film, and television.
Course Schedule

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.
Course Schedule

ANIM 151  Team Game Development
3 Units (Degree Applicable)
Lecture: 36  Lab: 71
Prerequisite: ANIM 131

Team-based game development training with an emphasis on the entire process of independent development including concept ideation, market research, funding, publishing, and community building.
Course Schedule

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

Development of conceptual designs for illustration in video games, film, animation, and comic books, using composition, shape, value, and color as visual tools for storytelling. Students cannot receive credit for both ARTC 167 and ANIM 167.
Course Schedule
**ANIM 172 Motion Graphics, Compositing and Visual Effects**  
3 Units (Degree Applicable, CSU, UC)  
Lecture: 36  Lab: 71  
Prerequisite: ARTC 100 or ANIM 100

Elements of motion graphics and visual effects including design, typography, animation, 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.

Course Schedule

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

Principles of animation using digital software for multimedia.

Course Schedule

**ANIM 210 Building Worlds in Virtual Reality**  
3 Units (Degree Applicable)  
Lecture: 36  Lab: 71  
Prerequisite: ANIM 131 or ANIM 141 or ANIM 151

Design, planning, and processes to build immersive three dimensional (3D) worlds using Virtual Reality (VR). The successful student would come away with a complex VR world designed and built to immerse a user with interactive elements, 3D geometry, and sound while effectively communicating a story or a message.

Course Schedule