

# 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/#gerequisitestext>) coursework plus the following:

## Required Courses

Course Prefix	Course Name	Units
<b>Core Courses</b>		
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
<b>Required Electives</b>		
Choose one of the following specializations:		21-25
<b>Animation</b>		
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	
<b>Gaming</b>		
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	Team Game 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.

Looking for guidance? A counselor can help. This Guided Pathways for Success (GPS) is a suggested sequence of coursework needed for program completion. It is not an official educational plan. Schedule an appointment (<https://esars2012.mtsac.edu/appointments/counseling/eSARS.asp?WCI=Init&WCE=Settings>) with a counselor or advisor as soon as possible to create an individualized Mountie Academic Plan (MAP) specific to your goals and needs.

## Animation Track

Course	Title	Units
<b>Fall Term 1</b>		
ANIM 100	Digital Paint and Ink <sup>3</sup>	3
ANIM 101A	Drawing - Gesture and Figure <sup>3</sup>	3
ANIM 108	Principles of Animation <sup>3</sup>	3
ENGL 1A	Freshman Composition <sup>4</sup>	4
Units		13

## Winter Term 1

AA/S LIFE	Area E Lifelong Undrstg Course <sup>3</sup>	3
ARTD 15A counts for C1Arts <sup>1</sup>		
ARTD 15A or ANIM 104 prerequisite for ANIM 116 <sup>6</sup>		
Units		3

## Spring Term 1

ANIM 115	Storyboarding <sup>3</sup>	3
ANIM 116	Character Development <sup>1.5</sup>	1.5
ANIM 130	Introduction to 3D Modeling <sup>3</sup>	3
AA/S MATH	Meet AA/AS Math Comptcy Req <sup>5</sup>	5
Certificate: Animation-Junior L1 E0414 <sup>4</sup>		
Submit Certificate Petition: Admissions Records <small>Submit</small>		
Certificate Petition: Admissions Records		
Units		12.5

## Summer Term 1

AA/S KINES	Phys Ed (KIN) Activity Course <sup>5</sup>	3
Units		3

## Fall Term 2

ANIM 110	Animal Drawing <sup>3</sup>	3
ANIM 132	Intermediate 3D Modeling <sup>3</sup>	3
ANIM 175	Digital Animation <sup>3</sup>	3
AA/S SCNCE	Area B-1 or B-2 Science Course <sup>3</sup>	3-5
Units		12-14

<b>Winter Term 2</b>		
AA/S HUM	Area C-2 Humanities Course <sup>3</sup>	3-4
AA/S USHIS	Area D-1 Hist/Pol Sc Course <sup>3</sup>	3
Units		6-7
<b>Spring Term 2</b>		
ANIM 140	Introduction to 3D Animation <sup>3</sup>	3
ANIM 146	Intermediate 3D Animation <sup>3</sup>	3
ANIM 148	Demo Reel <sup>3</sup>	3
ANIM 172	Motion Graphics, Compositing and Visual Effects <sup>3</sup>	3
Certificate: Junior Animator L2 N0465 <sup>5</sup>		
Units		12
<b>Summer Term 2</b>		
AA/S BEHAV	Area D-2 Elective Course <sup>3</sup>	3
AA/S ARTS	Area C-1 Arts Course <sup>3</sup>	3
Submit petition to Admissions Records <small>Submit petition to Admissions Records</small>		
Animation, AS S1006 <sup>6</sup>		
Arts C1 is met with ARTD 15A <sup>5</sup>		
Units		6
Total Units		67.5-70.5

**Gaming Track**

Course	Title	Units
<b>Fall Term 1</b>		
ANIM 100	Digital Paint and Ink <sup>3</sup>	3
ANIM 101A	Drawing - Gesture and Figure <sup>3</sup>	3
ANIM 108	Principles of Animation <sup>3</sup>	3
ENGL 1A	Freshman Composition <sup>4</sup>	4
Units		13
<b>Winter Term 1</b>		
ARTD 15A meets Area C 1 Arts <sup>1</sup>		
ARTD 15A or ANIM 104 prerequisite for ANIM 116 <sup>6</sup>		
Units		0
<b>Spring Term 1</b>		
ANIM 115	Storyboarding <sup>3</sup>	3
ANIM 116	Character Development <sup>1.5</sup>	1.5
ANIM 130	Introduction to 3D Modeling <sup>3</sup>	3
AA/S MATH	Meet AA/AS Math Comptcy Req <sup>5</sup>	5
Certificate: Animation-Junior L1 E0414 <sup>4</sup>		
Submit Certificate Petition: Admissions Records <small>Submit Certificate Petition: Admissions Records</small>		
Units		12.5
<b>Summer Term 1</b>		
AA/S LIFE	Area E Lifelong Undrstg Course <sup>3</sup>	3
AA/S ARTS	Area C-1 Arts Course <sup>3</sup>	3
ARTD 15A meet C1 Arts <sup>1</sup>		
Units		6
<b>Fall Term 2</b>		
ANIM 110	Animal Drawing <sup>3</sup>	3
ANIM 122	Introduction to Virtual Reality Design and Technology <sup>3</sup>	3

ANIM 131	Introduction to Game Design <sup>3</sup>	3
AA/S HUM	Area C-2 Humanities Course <sup>3</sup>	3-4
Units		12-13
<b>Winter Term 2</b>		
AA/S KINES	Phys Ed (KIN) Activity Course <sup>5</sup>	3
Units		3
<b>Spring Term 2</b>		
ANIM 140	Introduction to 3D Animation <sup>3</sup>	3
ANIM 148	Demo Reel <sup>3</sup>	3
AA/S SCNCE	Area B-1 or B-2 Science Course <sup>3</sup>	3-5
Units		9-11
<b>Summer Term 2</b>		
AA/S USHIS	Area D-1 Hist/Pol Sc Course <sup>3</sup>	3
Units		3
<b>Fall Term 3</b>		
ANIM 141	Game Level Design <sup>3</sup>	3
AA/S BEHAV	Area D-2 Elective Course <sup>3</sup>	3
Take ANIM 137A to gain work experience <sup>7</sup>		
Animation, AS-Gaming Track S1006 <sup>6</sup>		
Submit petition for Admissions Records <small>Submit petition for Admissions Records</small>		
Units		6
Total Units		64.5-67.5