

ANIMATION - JUNIOR ANIMATOR LEVEL II (CERTIFICATE N0465)

Arts Division

Level II of a multi-certificate program that provides skills based on the principles of storytelling and animation using both traditional and 3D media. Students prepare for a junior level creative career in the animation industry by mastering the core skills of drawing, storyboarding, digital art, 2D and 3D animation, 3D modeling, and motion graphics.

Required Courses

Course Prefix	Course Name	Units
	Completion of the Animation - Tradigital - Level I coursework	13.5
	PLUS	
	Completion of the Animation - Tradigital - Level II coursework	15
	Total Units	28.5

Course Prefix	Course Name	Units
	Animation - Junior Animator - Level I Coursework	
ANIM 100	Digital Paint and Ink	3
ANIM 101A	Drawing - Gesture and Figure	3
ANIM 108	Principles of Animation	3
ANIM 115	Storyboarding	3
ANIM 116	Character Development	1.5
	Total Units	13.5

Course Prefix	Course Name	Units
	Animation - Junior Animator - Level II Coursework	
ANIM 130	Introduction to 3D Modeling	3
ANIM 140	Introduction to 3D Animation	3
ANIM 148	Demo Reel (Choose two courses from the following:)	3
	Choose two courses from the following:	6
ANIM 132	Intermediate 3D Modeling	
ANIM 146	Intermediate 3D Animation	
ANIM 172	Motion Graphics, Compositing and Visual Effects	
ANIM 175	Digital Animation	
	Total Units	15

Recommended Electives

Course Prefix	Course Name	Units
ANIM 110	Animal Drawing	3
ANIM 137A	Work Experience in New Digital Media	1-3
ARTD 16	Drawing: Perspective	3
ARTD 17A	Drawing: Life	3

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

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.

Course	Title	Units
	Fall Term 1	
ANIM 100	Digital Paint and Ink	3
ANIM 101A	Drawing - Gesture and Figure	3
	Units	6
	Spring Term 1	
ANIM 108	Principles of Animation	3
ANIM 115	Storyboarding	3
ANIM 116	Character Development	1.5
	Certificate: Animation, Jr Animator E0414 ⁴	
	Submit petition to Admissions Records <small>Submit petition to Admissions Records</small>	
	Units	7.5
	Fall Term 2	
ANIM 130	Introduction to 3D Modeling	3
ANIM 140	Introduction to 3D Animation	3
	Units	6
	Spring Term 2	
ANIM 148	Demo Reel	3
	Certificate: Animation, Jr. Animator L2 E0414 ⁴	
	Submit petition to Admissions Records <small>Submit petition to Admissions Records</small>	
	Dept Recommends ANIM 137A for work experience ⁷	
	Units	3
	Total Units	22.5

Program Learning Outcomes

Upon successful completion of this program, a student will be able to:

- Students will successfully create a portfolio representative of their skills necessary for their chosen animation career

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