

Animation

Career Path

Program Overview

The *Animation* career path in the Commercial Graphics associate degree provides training in animation, modeling, character rigging, texture painting, camera tracking, compositing and other artistry skills necessary for working in the electronic arts industry. Students will build a knowledge base necessary for creating work for special effects productions within the defense, game, commercial, and film industries.

Career Possibilities

The *Animation* program prepares students for entry-level positions as a 2-D animator; 3-D artist skilled in animating, rigging, modeling, texturing and lighting; storyboard and concept artist; character designer; layout and background artist; stop motion animator; mixed-media animator; compositor or demo artist.

Technology and Facilities

The *Animation* program is designed to provide hands-on training with Adobe Photoshop, Flash, 3ds Max, Final Cut Pro and Maya on both Macintosh and PC platforms. In addition, students gain relevant drawing and design skills in a traditional studio environment.

72 Semester Credit Hours

Recommended Sequence of Courses

First Semester - Fall

ART 111	Basic Drawing I	3
ARV 121	Design	3
ARV 217	Computer Imagery	3
ARV 161	Visual Communications Media	3
ENG 101	English Composition I	3

Total 15

Second Semester - Spring

ARV 125	Drawing for Animators	3
ARV 110	Computer Graphics I	3
ARV 123	Composition and Color	3
ARV 247	3D Animation III	3
ARV 222	Computer Animation	3

Total 15

Third Semester - Summer

ART 105	Film as Art	3
ARV 248	3D Animation IV	3
FLM 148	Basic Editing	3
SPC 205	Public Speaking	3

Total 12

Fourth Semester - Fall

ARV 223	3D Animation I	3
ARV 227	Web Site Design I	3
ARV 249	Special Effects	3
RTV 102	Lighting Fundamentals	3
	Animation Elective	3

Total 15

Fifth Semester - Spring

ARV 263	Special Projects in Animation	3
ARV 276	Studio Practicum I	3
ARV 280	Visual Arts Exit Portfolio	3
MAT 155	Contemporary Mathematics OR	
	MAT 110 College Algebra OR	
	MAT 120 Probability & Statistics OR	
	MAT 170 Algebra, Geometry and Trigonometry	3

Social Science Elective 3

Total 15

Student Name: _____

Student ID: _____

General Education Requirements

- _____ **ENG 101** English Composition I
(Need appropriate test scores.)
- _____ **MAT 155** Contemporary Mathematics
(Need appropriate test scores.)
(May substitute MAT 110 College Algebra or MAT 120 Probability and Statistics or MAT 170 Algebra, Geometry and Trigonometry)
- _____ **SPC 205** Public Speaking
(Need appropriate test scores.)

Humanities/Fine Art Elective

- _____ **ART 105** Film as Art *(Pre-req.: ENG 100)*

Behavioral/Social Sciences Electives

(Choose one course from the following list.)

- _____ **ANT 101** General Anthropology
- _____ **ECO 210** Macroeconomics *(pre-req. MAT155, MAT101 or app. Test Scores)*
- _____ **GEO 102** World Geography
- _____ **PSC 201** American Government
- _____ **PSC 215** State and Local Government
- _____ **PSC 220** Introduction to International Relations
- _____ **PSY 201** General Psychology
- _____ **SOC 101** Introduction to Sociology
- _____ **SOC 102** Marriage and the Family
- _____ **SOC 205** Social Problems
- _____ **SOC 210** Juvenile Delinquency
- _____ **SOC 230** Introduction to Gerontology

Animation Course Requirements

(54 Semester Credit Hours)

- _____ **ART 111** Basic Drawing I *(Can be taken with any reading course.)*
- _____ **ARV 110** Computer Graphics I
(Pre-req: student familiarity with basic computer functions and computer file management.)
- _____ **ARV 121** Design
- _____ **ARV 123** Composition and Color Theory *(Pre-req: ARV121*)*
- _____ **ARV 125** Drawing for Animators *(Pre-req: ART 111*)*
- _____ **ARV 161** Visual Communications Media
- _____ **ARV 217** Computer Imagery
(Pre-req: student familiarity with basic computer functions and computer file management.)
- _____ **ARV 222** Computer Animation
(Pre-req: student familiarity with basic computer functions and computer file management.)
- _____ **ARV 223** 3D Animation I *(Pre-req: ARV 217* or FLM168*)*
- _____ **ARV 227** Web Site Design I *(Pre-req: student familiarity with basic computer functions and computer file management.)*
- _____ **ARV 247** 3D Animation III *(Pre-req: ARV 217* & FLM 168*)*
- _____ **ARV 248** 3D Animation IV *(Pre-req: ARV 247*)*
- _____ **ARV 249** Special Effects *(Pre-req.: ARV 248*)*
- _____ **ARV 263** Special Projects in Animation
(Pre-req: ARV 248)*
- _____ **ARV 276** Studio Practicum *(Pre-req: 33 semester credit hours in ART, ARV and/or CGC courses with a minimum GPA of 2.0. This course should be taken in the last semester.)*
- _____ **ARV 280** Visual Arts Exit Portfolio *(This course should be taken in the last semester. Student must successfully complete the required Review in order to register for this course.)*
- _____ **FLM 148** Basic Editing
- _____ **RTV 102** Lighting Fundamentals

Technical Animation Electives

(3 Semester Credit Hours/1 courses)

- _____ **ARV 124** Sequential Drawing I *(Pre-req: ART 111*)*
- _____ **ARV 224** 3D Animation II *(Pre-req: ARV 223*)*
- _____ **ARV 225** Advanced Computer Animation
(Pre-req: ARV 222)*
- _____ **ARV 228** Web Site Design II
(Pre-req: ARV 217 & ARV 227*)*
- _____ **CGC 110** Electronic Publishing
(Pre-req: ARV 110 or ARV 217*)*
- _____ **CPT 101** Introduction to Computers **OR**
CPT 102 Basic Computer Concepts
- _____ **CWE** Co-Op Work Experience *(5 hours = 1 credit)*
- _____ **RTV 101** Audio Techniques
- _____ **FLM 169** Advanced Post Production II
- _____ **FLM 230** Animation Production

* = with a minimum grade of C