

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 222	Computer Animation	3
CPT 101	Introduction to Computers OR	
CPT 102	Basic Computer Concepts	3
		Total 15

Second Semester - Spring

ARV 123	Composition and Color	3
ARV 124	Sequential Drawing I	3
ARV 223	3D Animation I	3
ENG 101	English Composition I	3
RTV 102	Lighting Fundamentals	3
		Total 15

Third Semester - Summer

ARV 125	Drawing for Animators OR	
FLM 230	Animation Production	3
ARV 224	3D Animation II	3
FLM 148	Basic Editing	3
SPC 205	Public Speaking	3
		Total 12

Fourth Semester - Fall

ARV 227	Web Site Design I	3
ARV 247	3D Animation III	3
ARV 249	Special Effects	3
RTV 101	Audio Techniques OR	
FLM 169	Advanced Post Production II	3
MAT 155	Contemporary Mathematics OR	
MAT 110	College Algebra OR	
MAT 120	Probability & Statistics OR	
MAT 170	Algebra, Geometry and Trigonometry	3
		Total 15

Fifth Semester - Spring

ART 105	Film as Art	3
ARV 248	3D Animation IV	3
ARV 263	Special Projects in Animation	3
ARV 280	Visual Arts Exit Portfolio	3
	Social Science Elective	3
		Total 15

2007 – 2008 Commercial Graphics Associate Degree Tracking Sheet • Animation Career Path

Student Name: _____

Student ID: _____

General Education Requirements

- _____ **CPT 101** Introduction to Computers
or **CPT 102** Basic Computer Concepts
- _____ **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 110** Applied Psychology
- _____ **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 121** Design
- _____ **ARV 123** Composition and Color Theory (Pre-req: ARV121*)
- _____ **ARV 124** Sequential Drawing I (Pre-req: ART 111*)
- _____ **ARV 125** Drawing for Animators (Pre-req: ART 111*)
or **FLM 230** Animation Production
- _____ **ARV 217** Computer Imagery (Pre-req: Windows GUI)
- _____ **ARV 222** Computer Animation (Pre-req: Windows GUI)
- _____ **ARV 223** 3D Animation I (Pre-req: ARV 217*)
- _____ **ARV 224** 3D Animation II (Pre-req: ARV 223*)
- _____ **ARV 227** Web Site Design I (Pre-req: ARV 110* or CPT
101*/102* or dept. approval)
- _____ **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- or Co-req: ARV 247*)
- _____ **ARV 263** Special Projects in Animation
(Pre-req: ARV 223* or ARV 247*)
- _____ **ARV 280** Visual Arts Exit Portfolio (This course should be
taken in the last semester. Student must successfully complete the
required Portfolio Review in order to register for this course.)
- _____ **FLM 148** Basic Editing
- _____ **RTV 101** Audio Techniques
or **FLM 169** Advanced Post Production II
- _____ **RTV 102** Lighting Fundamentals

* = with a minimum grade of C