

# Animation – Traditional

ART DEPARTMENT

Certificate 61010

The Traditional Certificate provides training based around the principles of storytelling and animation. These skills lead to careers in television, film, Internet and gaming as an animator, character designer, storyboard artist, layout artist or director.

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 which are essential for today's careers in animation. The program offers an A.S. Degree and three Certificates. Course content is driven by industry needs in order to provide the student with the best possible preparation for a career in animation.

## Requirements for the Certificate

### Required courses:

ANIM 101	Drawing – Gesture and Figure	3.0	CSU
ANIM 104	Drawing Fundamentals	3.0	CSU
ANIM 108	Principles of Animation	3.0	CSU
ANIM 109	Advanced Principles of Animation	3.0	
ANIM 111	Animal Drawing	1.5	
ANIM 115	Storyboarding	3.0	
ANIM 116	Character Development	1.5	
ANIM 117	Animation Background Layout, <i>or</i>	3.0	CSU
ARTC 165	Illustration	3.0	CSU
ANIM 119	Portfolio, <i>or</i>	1.5	
ARTC 66	Portfolio	3.0	
ANIM 120	Script Development for Animation	3.0	
ANIM 175	Web Animation with Flash	3.0	
ARTC 70	Computer Graphics: Introduction	3.0	CSU
ARTD 16	Drawing: Perspective	3.0	CSU, UC
ARTD 17A	Drawing: Life	3.0	CSU, UC
ARTD 23A	Drawing: Head and Hands	1.5	CSU, UC

**TOTAL UNITS 39.0 - 40.5**

### Recommended Electives:

ANIM 107	Figure in Motion
ANIM 130	Introduction to 3-D Computer Animation
ANIM 137A	Work Experience in New Digital Media, <i>or</i>
ANIM 137B	Work Experience in New Digital Media, <i>or</i>
ANIM 137C	Work Experience in New Digital Media
ARTD 17B	Drawing: Life
ARTD 20	Design: Two Dimensional
ARTS 22	Design: Three-Dimensional
ARTS 41A	Sculpture: Life
PHOT 8	Digital Photography