

Animation and Gaming

Curriculum Modifications

Spring 2016

- Review syllabus, update course outline and text books
 - ANIM 100 Digital Paint and Ink:
 - ANIM 108 Principles of Animation:
 - ANIM 115 Storyboarding:
 - ANIM 148 Demo Reel:
 - ANIM 172 Motion Graphics:
 - ANIM 175 Digital Animation:
 - ANIM 130 Introduction to 3D Modeling:
 - ANIM 131 Introduction to Gaming:
 - ANIM 132 Intermediate 3D Modeling:
 - ANIM 135 Introduction to 3D Animation:
 - ANIM 141 Game Level Design:
 - ANIM 151 Game prototype production:
 - ANIM 146 Intermediate 3D Animation :
- Update course name:

From: ANIM 141 2D Game Level Design To: Game Level Design

From: ANIM 146 Advanced 3D Animation To: Intermediate 3D Animation
- Remove pre-requisite of ANIM 100 Digital Paint and Ink from ANIM 130
- Remove 3D modeling Certificate
- Adding a new course ANIM 135 Introduction to 3D Animation to Junior Game Designer Certificate, Junior Animator Certificate, and A.S. Animation Degree
- Modify Animation degree:

FROM

TO

A.S. DEGREE IN ANIMATION		
ANIM 101A	Drawing - Gesture and Figure	3 units
ANIM 104	Drawing Fundamentals	3 units
or		
ARTD 15A	Drawing: Beginning	3 units
ANIM 108	Principles of Animation	3 units
ANIM 115	Storyboarding	3 units
ANIM 116	Character Development	1.5 units
ANIM 130	Introduction to 3-D Computer Animation	3 units
ARTC 290	Portfolio	3 units
ARTC 100	Graphic Design I	3 units
ARTD 17A	Drawing: Life	3 units
ARTD 20	Design: Two-Dimensional	3 units
ARTS22	Design: Three-Dimensional	3 units
PLUS select one course from:		
ANIM 109	Advanced Principles of Animation	3 units
ANIM 117	Animation Background Layout	3 units
ANIM 120	Script Development for Animation	3 units
ANIM 131	Introduction to Gaming	3 units
ANIM 132	Modeling, Texture Mapping, and Lighting	3 units
ANIM 172	Motion Graphics, Compositing and Visual Effects	3 units
ANIM 175	Web Animation With Flash	3 units
ARTD 16	Drawing: Perspective	3 units
		Total 34.5 units
Recommended Electives:		
AHIS 4	History of Western Art: Prehistoric Through Gothic	3 units
AHIS 5	History of Western Art: Renaissance Through Modern	3 units
ANIM 111A	Animal Drawing	1.5 units
ANIM 111B	Animal Drawing	1.5 units
ANIM 131	Intro to Gaming	3 units
ANIM 148	Demo-reel	1.5 units

A.S. DEGREE IN ANIMATION		
ANIM 100	Digital Paint and Ink	3 units
ANIM 101A	Drawing - Gesture and Figure	3 units
ANIM 108	Principles of Animation	3 units
ANIM 111A	Animal Drawing	1.5 units
ANIM 115	Storyboarding	3 units
ANIM 116	Character Development	1.5 units
ANIM 130	Introduction to 3-D Computer Modeling	3 units
ANIM 131	Introduction to Gaming	3 units
ANIM 148	Demo-Reel	3 units
PLUS select one course from:		
ANIM 132	Intermediate 3-D Computer Modeling	3 units
ANIM 135	Introduction to 3-D Computer Animation	3 units
ANIM 172	Motion Graphics	3 units
ANIM 175	Digital Animation	3 units
ARTD 16	Drawing: Perspective	3 units
ARTD 17A	Drawing: Life	3 units
ARTD 20	Design: Two-Dimensional	3 units
ARTS 22	Design: Three-Dimensional	3 units
		Total 27 units
Recommended Electives:		
ANIM 104	Drawing - Fundamentals	3 units
ANIM 111B	Animal Drawing	1.5 units
ARTD 15A	Drawing: Beginning	3 units
AHIS 4	History of Western Art: Prehistoric Through Gothic	3 units
AHIS 5	History of Western Art: Renaissance Through Modern	3 units

7. Modify certificates:

FROM

GAME & INTERACTIVE MULTIMEDIA DESIGN Certificate			
Level I			
ANIM 131	Introduction to Gaming	3 units	
ANIM 172	Motion Graphics	3 units	
ANIM 175	Digital Animation	3 units	
ANIM 100	Digital Paint and Ink	3 units	
		Total	12 units
Level II			
ANIM 141	2D Game Level Design	3 units	
ANIM 151	Game Prototype Production	3 units	
ARTC 290	Portfolio	3 units	
or			
ANIM 148	Demo-Reel	3 units	
		Total	21 units
Recommended Electives:			
ANIM 137A	Work Experience in New Digital Media	1 unit	

TO

JUNIOR GAME DESIGNER Certificate			
Level I			
ANIM 100	Digital Paint and Ink	3 units	
ANIM 108	Principles of Animation	3 units	
ANIM 131	Introduction to Gaming	3 units	
ANIM 130	Intro to 3D modeling	3 units	
ANIM 115	Storyboarding	3 units	
		Total	15 units
Level II			
ANIM 135	Intro to 3D Animation	3 units	
ANIM 141	Game Level Design	3 units	
ANIM 151	Game Prototype Production	3 units	
ANIM 148	Demo Reel	3 units	
		Total	27 units

FROM

TRADIGITAL Certificate			
Level I			
ANIM 101A	Drawing - Gesture and Figure	3 units	
ANIM 108	Principles of Animation	3 units	
ANIM 111A	Animal Drawing	1.5 units	
ANIM 115	Storyboarding	3 units	
ANIM 116	Character Development	1.5 units	
ANIM 104	Drawing - Fundamentals	3 units	
or			
ARTD 15A	Drawing: Beginning	3 units	
		Total	15 units
Level II			
ANIM 100	Digital Paint and Ink	3 units	
ANIM 175	Digital Animation	3 units	
ARTC 290	Portfolio	3 units	
or			
ANIM 148	Demo-Reel	3 units	
		Total	24 units
Recommended Electives:			
ANIM 137A	Work Experience in New Digital Media	1 unit	
ARTD 17A	Drawing: Life	3 units	
ARTD 16	Drawing: Perspective	3 units	

TO

JUNIOR ANIMATOR Certificate			
Level I			
ANIM 100	Digital Paint and Ink	3 units	
ANIM 101	Drawing-Gesture and Figure	3 units	
ANIM 108	Principles of Animation	3 units	
ANIM 115	Storyboarding	3 units	
ANIM 111	Animal Drawing	1.5 units	
or			
ANIM 116	Character Development	1.5 units	
		Total	13.5 units
Level II			
ANIM 130	Intro to 3D Modeling	3 units	
ANIM 135	Intro to 3D Animation	3 units	
ANIM 148	Demo Reel	3 units	
Choose 2 course:			
ANIM 132	Intermediate 3D modeling	3 units	
ANIM 146	Intermediate 3D Animaiton	3 units	
ANIM 172	Motion Graphics	3 units	
ANIM 175	Digital Animation	3 unit	
		Total	28.5 units