

3D COMPUTER ANIMATION

Associate of Applied Science Degree

This degree is designed to give students practical training and experience in 3D computer animation. Students will develop a breadth of knowledge in Maya, the world's leading, non-proprietary software used by 3D animation and virtual effects studios. The course work emphasizes the skills necessary for becoming a working professional and for meeting job qualifications required by the industry leaders of animation and virtual effects.

			<u>Credits</u>
General Education Requirements (13 Credits)			
ENGL	111G	Rhetoric and Composition	4
COMM	265G	Principles of Human Communication	3
MATH	210G	Mathematics Appreciation	3
		OR MATH 120 Intermediate Algebra	3
PSY	201G	Introduction to Psychology	3
Non-departmental Requirements (9 Credits)			
E T	122	Fundamentals of Computer Applications	3
E T	155	Network Operating Systems I	3
		OR E T 256 Network Operating Systems III	3
THTR	110	Acting I	3

3D Animation Requirements (46 Credits)

ART	150	Drawing I	3
ART	155	2D Fundamentals	3
ART	160	Computer-Based Illustration	3
ART	161	Digital Imaging I	3
CMT	135	Introduction to 3D Computer Animation	3
O CAN	120	Writing and Storyboarding for 3D Animation	3
CMT	175	Character Rigging and Animation	3
O CAN	160	Environmental Modeling, Shading and Lighting	3
CMT	190	Digital Video Production I	3
CMT	225	Anatomical Character Design	3
CMT	265	Personal Character Development	3
CMT	260	3D Special Effects	3
O CAN	287	Personal Animation Development	3
CMT	290	Advanced 3D Animation Workshop A	3
CMT	291	Advanced 3D Animation Workshop B	3
CMT	295	Professional Portfolio Design and Development	1

TOTAL CREDITS **68**

A grade of C or better is required in all courses for this degree.