

## **Introduction to Animation & Game Design**

Today, the excitement of film, gaming and commercial production often revolves around the magic of digital animation and special effects wizards. These are the people who create moving, dimensional models. Students demonstrate not only creative skills, but they must also be highly disciplined technicians. In this program, candidates work to gather the hands-on knowledge required to fashion animated images using advanced software. Students work under the direction of an instructor/producer who relies on each student in the production team to meet deadlines, quality goals and budgets.

Students realize there are two essential building blocks that include:

- Animation design, model building, keyframe animation and production rendering releasing to DVD or the Internet
- Motion graphics design for combining digital models with live action photography or existing animation footage
- Game production and design for industry standard level design, production artwork, and cutting edge technology

The College offers a variety of intense, dedicated learning experiences that include, but are not limited to:

- Hands on learning in a game production setting, learning real world techniques
- High-end animation for games and simulated photo realism
- Digital art for model design
- Motion graphics design and special effects production
- Advanced studio portfolio development

Serious individuals will meet with admissions and faculty to explore their potential and to develop a plan for professional development. They will discover a rare opportunity to gain a real world understanding of animation production and game design.

\*A student must successfully complete a Certificate in Digital Animation before taking a Certificate in Advanced Digital Animation. An exception to this policy may be approved by an interview with the Program Coordinator or Director of Education.

# **Bachelor of Arts in Animation & Game Design**

Animation has advanced to a new level of options for the professional image maker. Careers in animation offer exceptional opportunities along with huge challenges for the would be animator. Success in this field requires a special combination of education and early, real-world experiences. This animation and game design degree program is designed to support the “whole” animator through education and experience.

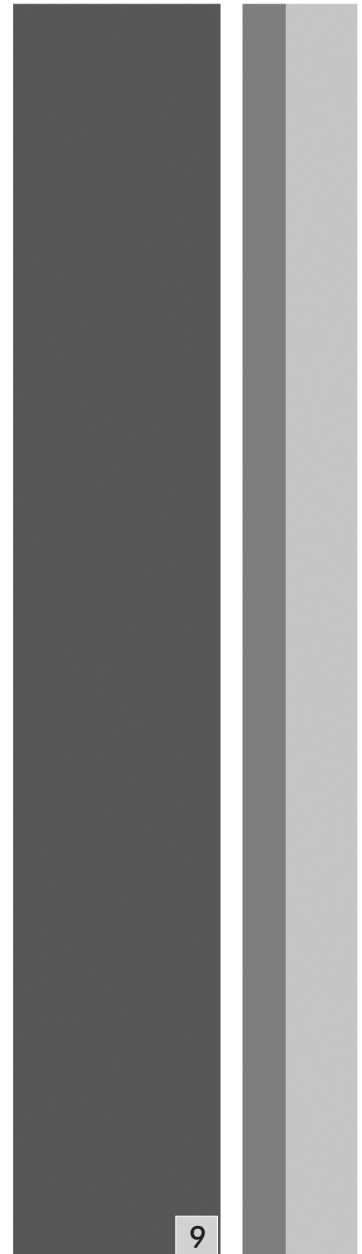
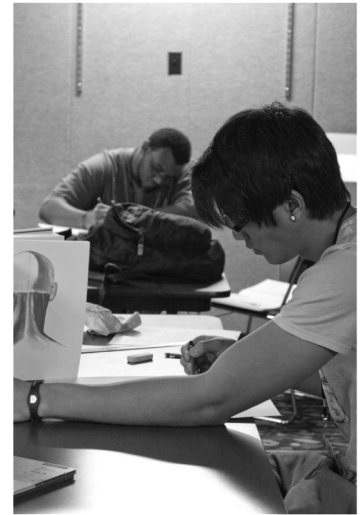
As a longer program, the candidate for graduation will dig deeper with a scope of courses seldom found in one educational setting. Add to the fact that this College has perhaps the longest running, continuous program in digital animation. This is why the founders of the College continue to drop in at the major studios to visit with graduates from years past. This is why there are regular Red Carpet Seminars to meet working professionals. This is why you will find a total commitment as the originator of animation education represented by graduates of exceptional accomplishment. Plan to review the program detail listed here. You will find a unique approach to production from idea to story to adding your credits to finished work.

There are 45 courses within this 180 credit program. When delivered over 12, ten week quarters of instruction, an eclectic mix of learning takes place. Class size is limited to 28 students, except general education courses. Tools incorporated into the program range from core imaging computers to using advanced production software. Studios include options for audio, compositing and motion graphics. Prerequisite for this program includes a demonstrated interest in animation as a commercial story production instrument and game design. See Admissions section for added details.

**Program Goal:** The graduate of this program is prepared for an entry level position in animation production and game design for both short form and long form titles. Possible job titles include, but are not limited to: Animation, Website Designer, Animator, Concept Designer, Technical Animator, Web Media Production Associate, Shader Network Technical Assistant, Lighting Technical Assistant, Senior Game Designer, Level Designer, Senior 3D Artist or Character Animator.

<b>Code</b>	<b>Course</b>	<b>Credits</b>	<b>Hours</b>	<b>Code</b>	<b>Course</b>	<b>Credits</b>	<b>Hours</b>
AD101	Visual Construction	4	60	GM401	Game & Entertainment Technology	4	60
AD102	Color Construction	4	60	GM402	Game Engines & Production	4	60
AD103	Creative Thinking/Visual, Audio Acuity	4	60	GM403	Game Design Strategies	4	40
AD104	Personal Branding Strategies	4	40	GM404	Game Level Design	4	60
AD407	Web Design Portfolio/Self Promotion	4	60	GM405	Game Development Team	4	60
AF113/B	Human & Animal Form	4	60	IC140	Web Audio & Video	4	60
AF114	Character Development	4	60	IC401	Website Campaign & Control	4	60
AM10/B1	Digital Animation	4	60	ART100	Art Appreciation I	4	40
AM102/B	Story Development	4	60	ART200	Art Appreciation II	4	40
AM203/B	CG Modeling I	4	60	CSM100	Computer Applications	4	40
AM204	Character Setup	4	60	ECN400	Introduction to Economics	4	40
AM205	CG Modeling II	4	60	ENG200	English Composition	4	40
AM307	Lighting, Shading & Effects	4	60	ENG400	Oral Communications	4	40
AM308	Character Animation I	4	60	HUM100	Music Appreciation*	4	40
AM310	Character Animation II	4	60	MTH100	Contemporary Mathematics	4	40
AM312	Advanced Lighting, Shading & Effects	4	60	MTH300	Geometry	4	40
AM404	Animation Production Studio	4	60	SCI300	Environmental Science	4	40
BU218	Studio Business Practices	4	40	SCI301	Life Science	4	40
BU415	Portfolio Studio I	4	60	SOC200	Geography	4	40
BU418	Portfolio Studio II	4	60	SOC201	Sociology	4	40
DF120/B	Broadcast Design I	4	60	PSY200	Psychology	4	40
DM207	Advertising Design*	4	60	<b>TOTAL</b>		<b>180</b>	<b>2,360</b>
DM210	Website Design & Production	4	60				
DM312	Website Animation I	4	60				

\*With approval, an elective may be substituted for these courses.





## **Certificate in Digital Animation**

This is delivered in four, 10 week quarters, class size limited to 28 students for a specific start time and date. Today, more than ever, the digital professional must be able to embrace multiple delivery vehicles. These range from film to gaming; from DVD to corporate industrial. The program works to develop foundation knowledge in design, color, storyboarding, animatics, video and audio acquisition, Internet, 2D animation, website development, and 3D animation models and environments. Students complete a series of projects and assignments to develop their own style and skills. Projects often become components for a personal demo reel. This reel is usually completed in the program that follows (see below).

**Program Goal:** The graduate of this program is prepared for an entry level position in the production of animation modeling and keyframe animation for broadcast, film and broadband applications. The student will have gained an understanding of animation design plus Internet design. Job titles include Animation and Website Designer, Animator, Technical Animator or Web Media Production Associate.

There are 8 courses and 32 credits awarded toward graduation on successful completion of the courses that make up this program. Most courses are a combination of lecture/demonstration combined with exercises plus animation and art production projects. Class size for studio courses is limited to 28 students. Prerequisite for this program includes a demonstrated interest in art or design through evidence of expression. See Admissions section for added details.

Code	Course	Credits	Hours
AD101	Visual Construction/C	4	60
AD102	Color Construction/C	4	60
AF114	Character Development/C	4	60
AM101	Digital Animation I*	4	60
AM106	Advanced Digital Animation II	4	60
AM190	Animation Production Studio I	4	60
AM200	Animation Portfolio	4	60
DM141	Web Animation I/C	4	60
Total		32	480

## **Certificate in Advanced Digital Animation**

This is delivered in four, 10 week quarters, class size limited to 28 students for a specific start time and date. This course continues with a strong foundation knowledge in complex modeling, texturing, animation and FX. Students will also spend time developing a personal/promotional website. A website is a great way to get your work out to the job market and will open doors to new opportunities. Networking knowledge is also explored and will make the student more marketable. Students complete a series of projects and assignments to continue the development of their portfolio. The student's personal demonstration animation reel will become a major part of this course.

**Program Goal:** The graduate of this program continues preparation for an entry level position in the production of animation modeling and keyframe animation for broadcast, film and broadband applications. The student will have gained added understanding of animation design plus Internet design and production. The individual will have a working knowledge of both 2D and 3D animation software on the Microsoft Windows workstation platform. Job titles include Animation or Website Designer, Animator, Technical Animator or Web Media Production Associate.

There are 8 courses and 32 credits awarded toward graduation on successful completion of the courses that make up this program. Most courses are a combination of lecture/demonstration combined with exercises plus animation and art production projects. Class size for studio courses is limited to 28 students. Prerequisite for this program includes a demonstrated interest in art or design through evidence of expression. See Admissions section for added details.

Code	Course	Credits	Hours
AD201	Web Design Portfolio/Self Promo	4	60
AM107	Advanced Digital Animation III	4	60
AM175	Story Development*	4	60
AM191	Animation Production Studio II	4	60
AM192	Animation Production Studio III	4	60
AM202	Production Animation Portfolio	4	60
DM120	Website Design & Development	4	60
IC140	Web Audio & Video	4	60
Total		32	480

\*With approval, this course may be an elective in a BA program.