

AA 3D Animation and Videogame Art

The 3D Animation & Video Game Art Program is a comprehensive program that puts equal emphasis on the artistic and the technical side of 3D modeling and animation. Courses cover material that will take the student through the whole production process and workflow of 3D animation, from storyboarding and conceptualization to the final delivery of the rendered product. Curriculum spans traditional animation techniques, life drawing and the technical fundamentals of 3D animation and modeling. Classes are taught in a state-of-the-art computer studio with the latest versions of industry-standard software packages. Faculty members have extensive industry experience and their expertise is critical to the success of students in this growing field.

Career Opportunities

Animation, character development, storyboarding, modeling, rigging, effects work in film, games, mobile devices, apps, location-based entertainment, elearning, accident re-creation, courtroom animation, simulations, product design.

Program Learning Outcomes

Students completing this program will be able to:

1. Communicate design concepts clearly and concisely (i.e. visual, oral, and written).
2. Develop competitive industry standard skills in the respective fields.
3. Understand the elements and principles of design through discipline-specific implementation.

AA Degree Requirements

Major: Core and Selective Requirements

Complete Core Courses, 39 units		Units
ART 207	Life Drawing	3 units
MART 325	Digital Painting	3 units
MART 379	Introduction to Digital Animation	3 units
MART 385	Coding for Designers and Artists	3 units
MART 389	Digital Media Careers	1.5 units
MART 390	Portfolio Creation	1.5 units
MART 400	Motion Graphics	1.5 units
MART 405	Storyboard Development for Animation and Interactive Media	3 units
MART 416	Drawing For Animation	3 units
MART 417	Principles of Animation	3 units

MART 418	History of Animation	1.5 units
MART 420	Introduction to 3D Modeling and Animation	3 units
MART 421	Advanced 3D Modeling and Animation	3 units
MART 424	3D Animation Fundamentals	3 units
MART 425	Advanced 3D Animation	3 units

Selective Courses, choose a minimum of 3 units from the following:

	Units	
MART 362	Introduction to Digital Photography	3 units
MART 363	Advanced Digital Photography	3 units
MART 366	Color Management and Theory	3 units
MART 372	Digital Illustration	3 units
MART 376	Introduction to Digital Imaging	3 units
MART 380	Advanced Digital Animation	3 units
MART 422	Introduction to Rigging	3 units
MART 431	Special Effects and Compositing	1.5 units
MART 432	3D Environments and Hard Surface Modeling	1.5 units
MART 433	Advanced Special Effects and Compositing	1.5 units

And required General Education coursework and electives as needed to meet the minimum 60 units required for the Associate degree.

