# CA 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.

**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 314 | Introduction to Computer Graphics | 3 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 |