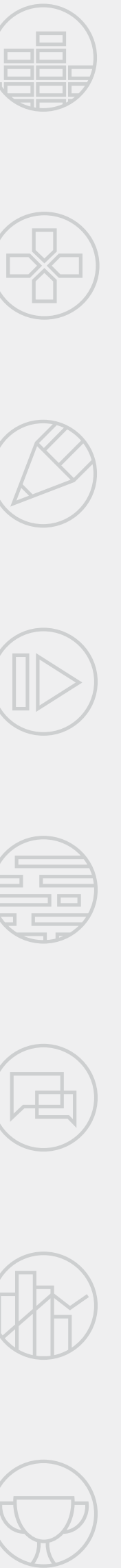




Degree PROGRAMS



Computer Animation

Undergraduate Degree Program - Campus & Online

OVERVIEW

The Computer Animation curriculum is centered on real-world production processes. From storyboarding, sketching, and visual development to modeling, character animation, and final compositing, this Computer Animation curriculum takes you through the entire production pipeline. Our programs start by familiarizing you with the art concepts behind animation, drawing, sculpting, and other traditional forms of expression, which are essential parts of getting your art onto the computer. You will also learn the foundational principles behind computer-generated models, characters, animation, and compositing. Then you will apply those principles when developing films, TV shows, commercials, and games. By using the same hardware and software as professional animation studios, you will gain the skills you will need when you embark on your career. You will also have courses focusing on physical science, mythology, communication skills, and how to prepare yourself for the animation industry.

ASSOCIATE'S OBJECTIVE

Our goal is to provide you with the focused knowledge and understanding of 3-D modeling and digital animation needed to qualify for such entry-level industry positions as scene builders, character artists, technical directors, motion animators, texture artists, lighters, and renderers. Besides the program's strong 3-D computer-graphics focus, you will build other skills in peripheral media and complete digital courses that will enhance your opportunities in related fields.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will contribute to lifelong learning and provide you with tools to help sustain a long and productive professional career in the entertainment and media industries.

BACHELOR'S OBJECTIVE

Our goal is to provide you with the focused knowledge and understanding of 3-D modeling and digital animation needed to qualify for such entry-level industry positions as scene builders, character artists, technical directors, motion animators, texture artists, lighters, and renderers. Besides the program's strong 3-D computer-graphics focus, you will build other skills in peripheral media and complete digital courses that will enhance your opportunities in related fields.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will contribute to lifelong learning and provide you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Computer Animation

Undergraduate Degree Program - Campus & Online

Campus

Chronological Course Schedule by Months

| | MONTH | CODE | COURSES | CREDIT HOURS |
|--------------------|--|--|--|--------------|
| Bachelor's Program | Associate's Program | 1 | GEN1011 Creative Presentation | 3.0 |
| | | | DEP1013 Psychology of Play | 3.0 |
| | | 2 | TEM1001 Technology in the Entertainment and Media Industries | 4.0 |
| | | | ENC1101 English Composition I* | 4.0 |
| | | 3 | CGA121 3-D Foundations | 4.0 |
| | | | CGA101 Fundamentals of Art I | 3.0 |
| | | 4 | DIG1301 Model Creation | 4.0 |
| | | 5 | CGA103 Fundamentals of Art II | 4.0 |
| | | 6 | 3DA119 Project and Portfolio I: 3-D Arts | 3.0 |
| | | 7 | CGA2112 3-D Animation I | 4.0 |
| | | MGF1213 College Mathematics | 4.0 | |
| | 8 | CGA3112 3-D Animation II | 4.0 | |
| | | ART2006 Art History | 4.0 | |
| | 9 | GRA1161 Shading and Lighting | 4.0 | |
| | | 3DA229 Project and Portfolio II: 3-D Arts | 3.0 | |
| | 10 | CAB239 Project and Portfolio III: Computer Animation | 3.0 | |
| | | CANC111 Professional Development Seminar I: Computer Animation* | 1.0 | |
| | | CANC222 Professional Development Seminar II: Computer Animation* | 1.0 | |
| | 11 | CGA343 Character Modeling Fundamentals | 4.0 | |
| | | PHY1020 Fundamentals of Physical Science* | 4.0 | |
| 12 | CGA366 Visual Development | 4.0 | | |
| | CGA3312 Character Rigging | 3.0 | | |
| 13 | CGA4014 Character Animation | 4.0 | | |
| | CGA365 Compositing Fundamentals | 3.0 | | |
| 14 | DIG3395 Motion Capture | 3.0 | | |
| | CAB349 Project and Portfolio IV: Computer Animation | 3.0 | | |
| 15 | CGA356 Compositing and Scene Finishing | 4.0 | | |
| 16 | VIC3003 History of Visual Communications | 4.0 | | |
| | CAB359 Project and Portfolio V: Computer Animation | 3.0 | | |
| 17 | CAB401 Industry Production | 4.0 | | |
| | HIS3320 Historical Archetypes and Mythology | 4.0 | | |
| 18 | CGA462 Animation Production | 3.0 | | |
| 19 | CAB469 Project and Portfolio VI: Computer Animation | 3.0 | | |
| 20 | CAB479 Project and Portfolio VII: Computer Animation | 3.0 | | |
| | CANC444 Career Readiness: Computer Animation* | 4.0 | | |

BACHELOR'S TOTAL CREDIT HOURS: 120

BACHELOR'S TOTAL WEEKS: 80

ASSOCIATE'S TOTAL CREDIT HOURS: 60

ASSOCIATE'S TOTAL WEEKS: 40

Online

Chronological Course Schedule by Months

| | MONTH | CODE | COURSES | CREDIT HOURS |
|--------------------|--|---|--|--------------|
| Bachelor's Program | Associate's Program | 1 | GEN1011 Creative Presentation | 3.0 |
| | | 2 | DEP1013 Psychology of Play | 3.0 |
| | | 3 | TEM1001 Technology in the Entertainment and Media Industries | 4.0 |
| | | 4 | ENC1101 English Composition I | 4.0 |
| | | 5 | CGA121 3-D Foundations | 4.0 |
| | | 6 | CGA101 Fundamentals of Art I | 3.0 |
| | | 7 | DIG1301 Model Creation | 4.0 |
| | | 8 | CGA103 Fundamentals of Art II | 4.0 |
| | | 9 | 3DA119 Project and Portfolio I: 3-D Arts | 3.0 |
| | | 10 | CGA2112 3-D Animation I | 4.0 |
| | | 11 | CGA3112 3-D Animation II | 4.0 |
| | | 12 | 3DA229 Project and Portfolio II: 3-D Arts | 3.0 |
| | | | CAN1111 Professional Development Seminar I: Computer Animation | 1.0 |
| | | 13 | GRA1161 Shading and Lighting | 4.0 |
| | | 14 | ART2006 Art History | 4.0 |
| | 15 | MGF1213 College Mathematics | 4.0 | |
| | 16 | CAB239 Project and Portfolio III: Computer Animation | 3.0 | |
| | | CAN2222 Professional Development Seminar II: Computer Animation | 1.0 | |
| | 17 | CGA343 Character Modeling Fundamentals | 4.0 | |
| | | PHY1020 Fundamentals of Physical Science | 4.0 | |
| | 18 | CGA366 Visual Development | 4.0 | |
| | 19 | CGA3312 Character Rigging | 3.0 | |
| | 20 | CAB349 Project and Portfolio IV: Computer Animation | 3.0 | |
| | 21 | CGA4014 Character Animation | 4.0 | |
| | | VIC3003 History of Visual Communications | 4.0 | |
| | 22 | CGA4631 Technical Animation | 3.0 | |
| | 23 | CGA365 Compositing Fundamentals | 3.0 | |
| | 24 | CAB359 Project and Portfolio V: Computer Animation | 3.0 | |
| | 25 | CGA356 Compositing and Scene Finishing | 4.0 | |
| | HIS3320 Historical Archetypes and Mythology | 4.0 | | |
| 26 | CGA462 Animation Production | 3.0 | | |
| 27 | CAB401 Industry Production | 4.0 | | |
| 28 | CAB469 Project and Portfolio VI: Computer Animation | 3.0 | | |
| 29 | CAB479 Project and Portfolio VII: Computer Animation | 3.0 | | |
| | CAN4444 Career Readiness: Computer Animation | 4.0 | | |

BACHELOR'S TOTAL CREDIT HOURS: 120

BACHELOR'S TOTAL WEEKS: 116

ASSOCIATE'S TOTAL CREDIT HOURS: 60

ASSOCIATE'S TOTAL WEEKS: 64