

Animation-Entertainment and Game Art Design, AAS

The Associate of Applied Science Degree in Animation provides instruction for creating animation, 3D modeling and special effects for applications such as animated shorts, movies and games. Fundamental drawing skills, design concepts and the development of entertainment media assets will be covered. New classes in game art assets and level design will give students an employment advantage in the ever-growing game industry. Depending on individual choices and talents, students who complete the Animation program should be prepared for employment as an animator, a game art creator, a 3D visual artist, and/or a special effects artist.

(Major Code 2630; State CIP Code 10.0304)

- Animation

Associate of Applied Science Degree

Prerequisite for Required Courses

Note: Prior to the beginning of the program, the student must take the following prerequisite, or have taken the equivalent transfer course, or have passed the waiver test (where applicable), or have obtained a waiver from the department.

CDTP 135	Desktop Photo Manipulation I: Photoshop	1
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First Semester

ANI 123	Concept Art for Animation	3
ANI 125	Introduction to 2D Animation*	3
ANI 250	Game Art Assets*	3
ART 130	Drawing I	3
ENGL 121	Composition I*	3
Total Hours		15

Second Semester

ANI 245	Character Animation*	3
ENGL 140	Writing for Interactive Media*	3
ANI 145	Introduction to 3D Animation*	3
ANI 258	Game Level Design*	3
ART 231	Life Drawing I*	3
Humanities Elective ^		3
Total Hours		18

^ See all AAS general education electives (<http://catalog.jccc.edu/degree/requirements/associate-applied-science>)

Third Semester

Animation Elective (see below)		3
ANI 255	Advanced Animation and Effects*	3
MUS 156	MIDI Music Composition	3
BUS 141	Principles of Management	3
ANI 270	Visual Effects and Compositing*	3
Health and/or Physical Education Elective ^		1
Total Hours		16

^ See all AAS general education electives (<http://catalog.jccc.edu/degree/requirements/associate-applied-science>)

Fourth Semester

Animation Elective (see below)		3
ANI 260	Animation Capstone*	3

ANI 273	Career Preparation*	4
Science and/or Math Elective ^		3
Social Science and/or Economics Elective ^		3
Total Hours		16

^ See all AAS general education electives (<http://catalog.jccc.edu/degree requirements/associate-applied-science>)

Animation Electives

ENGL 150	Digital Narratives*	3
ART 129	Design Color*	3
ART 131	Drawing II*	3
ART 135	Painting I	3
ART 138	Digital Imaging for Artists I	3
ART 145	Sculpture I	3
ART 232	Life Drawing II*	3
ARTH 180	Art History: Ancient to Renaissance	3
ARTH 182	Art History: Renaissance to Modern	3
ARTH 184	Art History: Twentieth Century	3
ARTH 186	Art History: Introduction to Asian Art	3
ARTH 188	History of Photography	3
WEB 116	Digital Media Concepts*	2
WEB 121	Digital Media Assets*	4
WEB 233	Visual Storytelling	3

Total Program Hours: 65