

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 digital drawing skills, design concepts, and the development of entertainment media assets will be covered. Courses in digital art assets and animation design will give students an employment advantage in the ever-growing entertainment and gaming industries. 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 computer graphics artist.

(Major Code 2630; CIP Code 10.0304)

Animation Program web page (<http://www.jccc.edu/academics/credit/animation/>)

Associate of Applied Science Degree

First Semester

Code	Title	Hours
ANI 122	Digital Rendering for Animation	3
ANI 125	Introduction to 2D Animation	3
ANI 150	Introduction to 3D Modeling, Texturing and Materials	3
ENGL 121	Composition I*	3
PHOT 200	Foundations in Photography	3
or Humanities Elective^		
Total Hours		15

Second Semester

Code	Title	Hours
ANI 200	Advanced 2D Animation*	3
ANI 220	Computer Graphics Environments and Animation*	3
ANI 245	Introduction to Character Animation*	3
ANI 252	Advanced 3D Modeling*	3
English and Communications Elective ^		3
Note: COMS 120, or COMS 121 or ENGL 122 are recommended		
Total Hours		15

Third Semester

Code	Title	Hours
Program Elective (see below)		3
ANI 210	Digital Sculpting	3
Note: CIS 142 will satisfy the ANI 210 requirement.		
ANI 235	Character Modeling and Rigging*	3
ANI 255	Advanced Animation and Effects*	3
ANI 265	Advanced Character Animation*	3
Total Hours		15

Fourth Semester

Code	Title	Hours
Program Elective (see below)		3
ANI 260	Animation Capstone*	3
ANI 275	Animation Career Preparation*	3
Mathematics and Sciences Elective ^		3

Social and Behavior and Sciences Elective ^	3
Total Hours	15

Total Program Hours: 60

Program Electives

Code	Title	Hours
ANI 130	Motion Graphics and Effects*	3
ANI 258	Game Level Design*	3
ANI 270	Visual Effects and Compositing*	3
ART 130	Drawing I	3
ART 231	Life Drawing I*	3
FMS 200	Intro to Filmmaking and Media Aesthetics	3

* This course has registration requirements.
^ See all AAS general education electives (<https://catalog.jccc.edu/archives/2024-25/degree requirements/associate-applied-science/>)