

Computer Animation Associate of Applied Science

Degree Type

Associate of Applied Science

Environment

campus

Program Length

52 weeks

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.

Objective

Associate of Applied Science 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, environmental and prop modelers, texture artists, and renderers. Besides the program's strong 3-D computer-graphics focus, you will build other skills in peripheral media and 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 provide you with a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools to help sustain a long and productive professional career in the entertainment and media industries.

This program is designed to be paired with the [Visual Arts Bachelor of Science Completion Program with a Concentration in Computer Animation](#) degree program. [Apply today](#) to get started.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3.0

Month 2

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4.0
ENC1101	English Composition I	4.0

Month 3

Code	Title	Credit Hours
CGA121	3-D Foundations	4.0
CGA101	Fundamentals of Art I	3.0

Month 4

Code	Title	Credit Hours
DIG1301	Model Creation	4.0

Month 5

Code	Title	Credit Hours
CGA103	Fundamentals of Art II	4.0

Month 6

Code	Title	Credit Hours
3DA119	Project and Portfolio I: 3-D Arts	3.0
CANC311	Professional Development Seminar I: Computer Animation	1.0

Month 7

Code	Title	Credit Hours
CGA2112	3-D Animation I	4.0

Month 8

Code	Title	Credit Hours
CGA3112	3-D Animation II	4.0

Month 9

Code	Title	Credit Hours
3DA229	Project and Portfolio II: 3-D Arts	3.0
GRA1161	Shading and Lighting	4.0

Month 10

Code	Title	Credit Hours
CGA366	Visual Development	4.0

Month 11

Code	Title	Credit Hours
CGA365	Compositing Fundamentals	3.0

Month 12

Code	Title	Credit Hours
CGA356	Compositing and Scene Finishing	4.0
CANC322	Professional Development Seminar II: Computer Animation	1.0

Month 13

Code	Title	Credit Hours
CAB239	Project and Portfolio III: Computer Animation	3.0
DEP1013	Psychology of Play	3.0
Total Credit Hours		63

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- Associate of Applied Science (A.A.S.) degree programs are designed to prepare students for entry into technical and professional fields. A.A.S. degree programs are fully transferable into related Full Sail University bachelor's programs. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.