Computer Animation Associate of Science

Degree Type
Associate of Science
Environment
online
Program Length
64 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'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, 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 contribute to lifelong learning and provide you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3.0

Month 2

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3.0

Month 3

Month 3

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4.0

Month 4

Month 4

Code	Title	Credit Hours
ENC1101	English Composition I	4.0

Month 5

Month 5

Code	Title	Credit Hours
CGA121	3-D Foundations	4.0

Month 6

Month 6

Code	Title	Credit Hours
CGA101	Fundamentals of Art I	3.0

Month 7

Month 7

Code	Title	Credit Hours
DIG1301	Model Creation	4.0

Month 8

Month 8

Code	Title	Credit Hours
CGA103	Fundamentals of Art II	4.0

Month 9

Month 9

Code	Title	Credit Hours
3DA119	Project and Portfolio I: 3-D Arts	3.0
CAN1111	Professional Development Seminar I: Computer Animation	1.0

Month 10

Month 10

Code	Title	Credit Hours
CGA2112	3-D Animation I	4.0

Month 11

Month 11

Code	Title	Credit Hours
CGA3112	3-D Animation II	4.0

Month 12

Month 12

Code	Title	Credit Hours
3DA229	Project and Portfolio II: 3-D Arts	3.0

Month 13

Month 13

Code	Title	Credit Hours
GRA1161	Shading and Lighting	4.0

Month 14

Month 14

Code	Title	Credit Hours
ART2006	Art History	4.0

Month 15

Month 15

Code	Title	Credit Hours
MGF1213	College Mathematics	4.0

Month 16

Month 16

Code	Title	Credit Hours
CAB239	Project and Portfolio III: Computer Animation	3.0
CAN2222	Professional Development Seminar II: Computer Animation	1.0
	Total Credit Hours	**60**