

GRAPHIC COMMUNICATION ADVISING SHEET

– COMPUTER ANIMATION: CHARACTER ANIMATION EMPHASIS, 21 UNIT MINIMUM

Definition: A simulation of movement created by displaying a series of pictures, or frames.

Character animation is a special aspect of the animation process, in which life is breathed into an artificial character. Character animation involves creating the nuances, gestures, distinct movements, and patterns of speech that will make an audience believe that the character is actually alive, playing it's role in a compelling story.

GCOM 400 – Introduction to Principles of Animation	3 units
GCOM 401 – Introduction to Computer Animation	3 units
GCOM 402 – Beginning 3D Graphics and 3D Animation (Maya 3D)	3 units
GCOM 410 – Advanced 3D Animation - Character Animation	3 units
GCOM 330 – Beginning Adobe Photoshop	3 units
GCOM 341 – Advanced Digital Illustration, Using Adobe Illustrator	3 units
ART 304 – Figure Drawing and Composition	3 units
TA 331/ART 421 – Film Making	3 units
TA 333 – Film Editing with Final Cut Pro	3 units

Total: 21 – 27 units

If you had more time or “tested” out of any of the above classes:

GCOM 383 – Interactive and Motion Design, Using Flash	3 units
TA 422 – Stage Lighting	3 units
TA 342 – Introduction to Acting	2 units
TA 310 – Introduction to Film (same as ENGLT 400)	3 units
ART 370 – Three Dimensional Design	3 units
MUSM 340 – Introduction to Desktop Audio	1 unit
MUSM 356 – Pro Tools 101, Introduction to Pro Tools	1.5 units

WHAT KIND OF JOBS CAN YOU GET WITH A COMPUTER ANIMATION DEGREE?

- Computer game designer
- Multimedia artist
- Web designer
- Film and television production artist

Specializations include:

- Modeling and Design (characters and layouts)
- Texturing and lighting
- Character Rigging and Posing
- Character Animation