

The Graphic Communication Department offers two areas of emphasis in the Animation Program: Character Animation and Game Design. Both lead to a 21-unit AS Degree & Career Certificate in Graphic Communication. Look for an Animation Certificate available by Fall 2008.

Both disciplines offer students an opportunity to demonstrate the 12 principles of animation and how to apply them in a 2D and 3D environment, using industry standard software such as Maya, 3Ds Studio Max, and Lightwave. The Character Animation coursework teaches linear story telling, character development, and modeling and rigging of 3 dimensional characters/objects. In Game Design, students will learn interactive story telling, game theory, and modeling and rigging of 3 dimensional characters/objects.

After earning a Career Certificate (online Fall 08) in either Character Animation or Game Design, students can transfer to a four-year college or art school in film or animation, start an internship in this field, or possibly gain employment working with 3D graphics and animation.

GAME DESIGN

1ST SEMESTER

GCOM 400- Principles of Animation
 GCOM 330- Beginning Photoshop
 GCOM 340- Beginning Adobe Illustrator
 Art 300- Elementary Drawing & Composition

2ND SEMESTER

GCOM 401- Intro to Computer Animation
 GCOM 402- Beginning 3D Modeling & Rigging
 GCOM 331- Advanced Digital Imagery, Pshop
 Art 304- Figure Drawing and Composition

3RD SEMESTER

GCOM 420- Video Game Design
 GCOM 423- Video Game Development
 Art 370- Three Dimensional Design

4TH SEMESTER

GCOM 426- Video Game Production

CHARACTER ANIMATION

1ST SEMESTER

GCOM 400- Principles of Animation
 GCOM 330- Beginning Photoshop
 Art 300- Elementary Drawing & Composition

2ND SEMESTER

GCOM 401- Intro to Computer Animation
 GCOM 331- Advanced Digital Imagery, Pshop
 TA 331 - Film Making
 Art 304- Figure Drawing & Composition

3RD SEMESTER

GCOM 402- Beginning Modeling & Rigging
 GCOM 340- Beginning Adobe Illustrator
 Art 370- Three Dimensional Design

4TH SEMESTER

GCOM 410- Advanced Character Animation
 TA 333 - Film Editing with Final Cut Pro

SUGGESTED GENERAL EDUCATION AND OTHER RECOMMENDED COURSEWORK:

ENGCW 400 Creative Writing
 BIOL 100 Introduction to Concepts of Human Anatomy and Physiology
 PHYS 310 Conceptual Physics
 TA 310 Introduction to Film (Same as ENGLT 400)
 TA 331 Film Making

TA 339 Screenwriting
 TA 342 Introduction to Acting
 TA 422 Stage Lighting
 MUSM 340 Introduction To Desktop Audio
 MUSM 356 Pro Tools 101, Introduction to Pro Tool