Associate in Arts Degree: Computer Animation

Degree Student Learning Outcome:

Students will be able to:
-Create portfolio-ready art work demonstrating their mastery of the fundamentals of computer animation and CGI scene creation.

-Critique animation projects using industry standards.

Program Requirements:

Units Required: 30.5

		Units:
MEA-131	3D Modeling and Surfacing	3.0
MEA-135	Computer Animation and Special Effects	3.0
MEA-265	Animation Production	3.0
CAWT-074	Introduction to Photoshop	1.5
GMD-173	Motion Design	3.0

Plus a minimum of three units from the following:

MEA-100	Mass Media and Society	3.0
MEA-102	History of Animation	3.0

Plus a minimum of six units from the following:

MEA-106	Introduction to Animation	3.0
MEA-109	Story Development and Storyboarding	3.0
MEA-114	Digital Sound Editing	3.0
MEA-116	Film/Video Editing	3.0
MEA-118	Introduction – 2D Digital Animation	3.0

Plus a minimum of six units from the following:

MEA-218	Video Game Art	3.0
MEA-231	Digital Sculpture	3.0
MEA-234	Character Animation	3.0
MEA-235	Visual Effects	3.0

Plus a minimum of two units from the following:

MEA-295	Professional Practices/Portfolio	2.0
CWE-186MEA	Cooperative Work Experience Education Media Entertainment Arts (Unpaid)	1.0 – 4.0
CWE-188MEA	Cooperative Work Experience Education Media Entertainment Arts (Paid)	1.0 – 4.0

Recommended electives:

MEA-108	Scriptwriting Fundamentals	3.0
ART-124A	Drawing I	3.0
DANCE-111	Fundamentals of Dance Movement	1.0
OR		
THEATR-241	Movement for the Performer	3.0
PHOTO-150	Introduction to Cameras and Composition	3.0