



3-D Animation

Certificate of Proficiency

Program **ANIMTN.CERT**
CIP 500402

The 3-D Animation Certificate prepares students for positions as 3-D production artists, animators, and modelers. Typical employers include animation studios; advertising agencies; design firms; television, film and video effects houses; and other branches of the entertainment industry.

PROGRAM OUTCOMES

- Explain the pre-production process, including character design and storyboarding;
- Visualize and animate story ideas;
- Apply animation and storytelling principles to specific animation projects;
- Apply design principles to create 3-D computer animations that communicate effectively;
- Apply professional 3-D modeling and animation software applications;
- Solve design problems, which contain change over time, 3-D models, camera positions, lighting, and textures;
- Create a professional portfolio to serve in the pursuit of further education or employment.

Curriculum

Code	Course (lecture/lab hours)	Credits
ENG 101	English Composition I (3/0)	3
ART 102	Basic Drawing (1/4)	3
ART 104	Life Drawing (1/4)	3
ART 125	Topics in Contemporary Art (3/0)	3
DMA 105	Introduction to Computer Art (1/4)	3
DMA 120	3-D Modeling I (1/4)	3
DMA 135	Digital Narrative (1/4)	3
DMA 220	3-D Modeling II (1/4)	3
	OR	3
DMA 224	Rigging for Animation and Games (1/4)	3
DMA 225	Computer Animation I (1/4)	3
DMA 226	Computer Animation II (1/4)	3
DMA 250	Digital Portfolio Seminar (1/4)	3
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NOTE: All program listings are subject to periodic updates. Please consult your program advisor, academic division, or www.mccc.edu/programs_certificate