2022-23 ACADEMIC PROGRAMS

2022-2023 3D ANIMATION ARTS (APANID)

Description

The 3D Animation Arts program prepares students for entry-level positions in digital 3D modeling and animation for use in film, video, broadcast, video game design, visualization, advertising, print, and the web. Students will select a concentration in either Film and Broadcast or Game Art. They will develop ideas in the pre-production concept phase, execute them in the production phase, and polish them in the post-production phase to crease finished work. Through this process, students will develop critical industry skills such as storyboarding, modeling, texturing, lighting, rigging, animating, rendering, editing, sound engineering, and compositing. Ultimately, students will apply everything they have learned to create a demo reel that showcases their skills.

Articulation

Eastern Michigan University, BS Degree Copies can be obtained from the Counseling Office, a program advisor, or from the Curriculum and Assessment Office Web site: https://www.wccnet.edu/learn/transfer-wcc-credits/articulation-agreements.php .

Applying for Admission to the Program

Good computer skills and aptitude are required to enroll in computer-based courses. Courses are taught using Macintosh computers.

60

Select a concentration for requirements and total credits required for this program.

Concentrations

Animation for Film and Broadcast (ANIB)

First Semester

Class	Title	Minimum Credits
ANI 145	Concept Development for Animation	2
ANI 150	3D Modeling & Production Pipeline	4
ART 111	Basic Drawing I	4
COM 101	Fundamentals of Speaking	3
	Math Elective(s)	3
Total		16

Second Semester

Class	Title	Minimum Credits
ANI 155	Textures and Studio Lighting for Animation	4
ANI 160	Fundamentals of Movement and Animation	4
ART 127	Life Drawing I	4
GDT 108	Photoshop Graphics	3
Total		15

Third Semester

Class	Title	Minimum Credits
ANI 235	Introduction to Compositing and Visual Effects	4
	Arts/Human. Elective(s)	3
Total		7

Fourth Semester

Class	Title	Minimum Credits
ANI 230	Motion and Sound	2
ANI 250	Organic Modeling and Rigging	4
ENG 107 or	Technical Writing Fundamentals	
ENG 111	Composition I	3
	Nat. Sci. Elective(s)	3
Total		12

Fifth Semester

Class	Title	Minimum Credits
ANI 260	3D Animation III	4
VID 276	Video Graphics I	3
	Soc. Sci. Elective(s)	3
Total		10

Total Credits Required: 60

Animation for Game Art (ANIC)

First Semester

Class	Title	Minimum Credits
ANI 145	Concept Development for Animation	2
ANI 150	3D Modeling & Production Pipeline	4
ART 111	Basic Drawing I	4
COM 101	Fundamentals of Speaking	3
	Math Elective(s)	3
Total		16

Second Semester

Class	Title	Minimum Credits
ANI 155	Textures and Studio Lighting for Animation	4
ANI 160	Fundamentals of Movement and Animation	4
ANI 190	History of Game Design	3
GDT 108	Photoshop Graphics	3
Total		14

Third Semester

Class	Title	Minimum Credits
ANI 180	Introduction to Game Level Design	4
	Arts/Human. Elective(s)	3
Total		7

Fourth Semester

Class	Title	Minimum Credits
ANI 230	Motion and Sound	2
ANI 250	Organic Modeling and Rigging	4
ENG 107 or	Technical Writing Fundamentals	
ENG 111	Composition I	3
	Nat. Sci. Elective(s)	3
Total		12

Fifth Semester

Class	Title	Minimum Credits
ANI 240	Advanced Game Level Design	4
ANI 260	3D Animation III	4
	Soc. Sci. Elective(s)	3
Total		11

Total Credits Required: 60