

# ANIMATION AND GAMING, ASSOCIATE OF ARTS (AA)

## Overview

The Animation and Gaming curriculum develops students' aesthetic and technical competence by providing training with professional software in production processes. The program builds a foundation in 3D Animation, production and Game development for entertainment, serious games and simulations.

Our courses give students a core background in visual arts and screen design, providing also technical skills in media development, production and distribution.

The program prepares students for employment in entry-level positions at Game development firms or for transfer to media programs at 4-year institutions.

## Requirements

### Associate Degree Graduation Requirements

Complete all of the following:

- All Department Requirements listed below with a "C" or better or "P" in each course (at least 20% of the department requirements must be completed through SBCC).
- One of the following three General Education options:
  - OPTION 1: A minimum of 18 units of SBCC General Education Requirements (<https://catalog.sbccc.edu/degrees-certificates-awards/#associatedegreeestext>) (Areas A-D) and Institutional Requirements (Area E) and Information Competency Requirement (Area F) OR
  - OPTION 2: IGETC (<https://catalog.sbccc.edu/transfer-curricula/#igetctext>) Pattern OR
  - OPTION 3: CSU GE Breadth (<https://catalog.sbccc.edu/transfer-curricula/#csugebtext>) Pattern
- A total of 60 degree-applicable units (SBCC courses numbered 100 and higher).
- Maintain a cumulative GPA of 2.0 or better in all units attempted at SBCC.
- Maintain a cumulative GPA of 2.0 or better in all college units attempted.
- A minimum of 12 units through SBCC.

Code	Title	Units
<b>Department Requirements</b>		
MAT 103	Introduction to Multimedia	3
MAT 116	Interactive Design I	3
MAT 131	Digital Imaging I	3
MAT 136	Introduction to 3D Animation	3
MAT 137	Visual Effects for Film, Television and Gaming	3
MAT 138	3-D Character Animation	3
or MAT 167	3-D Environments Design	
MAT 141	3-D Modeling	3
MAT 145	Video Game Design	3
MAT 205	Portfolio Development	3

Code	Title	Units
or MAT 168	Serious Game Prototyping	
<b>Total Units</b>		<b>27.00</b>
<b>Recommended Courses</b>		
ART 140	Studio Art Foundations (2-D)	3
ART 141	Studio Art Foundations 3D	3
CS 111	HTML And Webmastering	3
FP 181	Production Sound for Film and Television	3
FP 279	Motion Graphics and Compositing	3
MAT 112	Digital Drawing	3
MAT 132	Digital Imaging II	3
MAT 134A	Classical Animation I	3
MAT 153	Web Design I	3

## Learning Outcomes

- Students will be able to create complex models, apply complex colors and textures to them according to a storyboard.
- Students will be able to create a digital lighting system and render Photorealistic images in 2D.
- Students will be able to create the necessary visual effects (environments and natural forces) specified for the story.
- Students will be able to set up a skeleton for a 3-D model and animate a character according to a storyboard.
- Students will be able to animate a character according to the dialog in the story.

## Recommended Sequence

Make an appointment with your SBCC academic counselor through Starfish to create a Student Education Plan that reflects a recommended course sequence for this program that is tailored to your individual needs.

How to schedule an Academic Counseling appointment ([http://www.sbccc.edu/starfish/howtos/starfish\\_appt\\_how\\_to.pdf](http://www.sbccc.edu/starfish/howtos/starfish_appt_how_to.pdf)).