ANIMATION - JUNIOR ANIMATOR LEVEL II (CERTIFICATE N0465)

Arts Division
Certificate N0465
Level II of a multi-certificate program that provides skills based on the principles of storytelling and animation using both traditional and 3D media. Students prepare for a junior level creative career in the animation industry by mastering the core skills of drawing, storyboarding, digital art, 2D and 3D animation, 3D modeling, and motion graphics.

Required Courses

Course Prefix	Course Name	Units
Completion of the Animation - Tradigital - Level I coursework		13.5
PLUS		
Completion of the Animation - Tradigital - Level II coursework		15
Total Units		**28.5**

Course Prefix	Course Name	Units
Animation - Junior Animator - Level I Coursework		
ANIM 100	Digital Paint and Ink	3
ANIM 101A	Drawing - Gesture and Figure	3
ANIM 108	Principles of Animation	3
ANIM 115	Storyboarding	3
ANIM 116	Character Development	1.5
Total Units		**13.5**

Course Prefix	Course Name	Units
Animation - Junior Animator - Level II Coursework		
ANIM 130	Introduction to 3D Modeling	3
ANIM 140	Introduction to 3D Animation	3
ANIM 148	Demo Reel (Choose two courses from the following:)	3
Choose two courses from the following:		6
ANIM 132	Intermediate 3D Modeling	
ANIM 146	Intermediate 3D Animation	
ANIM 172	Motion Graphics, Compositing and Visual Effects	
ANIM 175	Digital Animation	
Total Units		**15**

Recommended Electives

Course Prefix	Course Name	Units
ANIM 110	Animal Drawing	3
ANIM 137A	Work Experience in New Digital Media	1-3
ARTD 16	Drawing: Perspective	3
ARTD 17A	Drawing: Life	3

Animation & Gaming Website (http://mtsac.edu/animation/)

Looking for guidance? A counselor can help.This Guided Pathways for Success (GPS) is a suggested sequence of coursework needed for program completion. It is not an official educational plan. Schedule an appointment (https://esars2012.mtsac.edu/appointments/counseling/eSARS.asp?WCI=Init&WCE=Settings) with a counselor or advisor as soon as possible to create an individualized Mountie Academic Plan (MAP) specific to your goals and needs.

Course	Title	Units
Fall Term 1		
ANIM 100	Digital Paint and Ink	3
ANIM 101A	Drawing - Gesture and Figure	3
ANIM 104 OR ARTD 15A [3]		
	Units	**6**
Spring Term 1		
ANIM 108	Principles of Animation	3
ANIM 115	Storyboarding	3
ANIM 116	Character Development	1.5
Certificate: Animation, Jr Animator E0414 [4]		
Submit petition: inside.mtsac.edu, Student Tab #45 [5]		
	Units	**7.5**
Fall Term 2		
ANIM 130	Introduction to 3D Modeling	3
ANIM 140	Introduction to 3D Animation	3
	Units	**6**
Winter Term 2		
ANIM 132 OR ANIM 146 OR ANIM 172 OR ANIM 175 [3]		
	Units	**0**
Spring Term 2		
ANIM 148	Demo Reel	3
Certificate: Animation, Jr. Animator L2 N0465 [5]		
Submit petition: inside.mtsac.edu, Student Tab #45 [5]		
Dept Recommends ANIM 137A for work experience [7]		
ANIM 132 OR ANIM 146 OR ANIM 172 OR ANIM 175 [3]		
	Units	**3**
	Total Units	**22.5**

Program Learning Outcomes

Upon successful completion of this program, a student will be able to:

- Students will successfully create a portfolio representative of their skills necessary for their chosen animation career

Review Student Learning Outcomes (SLOs) (http://www.mtsac.edu/instruction/outcomes/sloinfo.html) for this program.