ANIMATION & GAMING

The A.S. Degree in Animation and specialized certificates are designed to prepare students for careers in the entertainment arts industries of animation and gaming. The program offers a balanced catalog of classes to prepare students with the traditional and digital art skills the industry demands.

Emphasis is placed on solid drawing, storytelling, design, 3D modeling, and animation skills, utilizing digital technology to meet employment opportunities for TV, film, web, game design, and digital effects. Students will demonstrate an understanding of the animation process from the conceptualization phases to the execution of a production quality product. They will also create a visual portfolio or demo reel to demonstrate the skills they've acquired for presentation in a professional employment setting.

Opportunities available after completion of this program include, but are not limited to, animation for film, television, mobile entertainment, digital game production/development, story boarding, pre-visualization and digital effects.

Select options in left navigation for information about individual programs.
Animation & Gaming Website (http://mtsac.edu/animation/)