ANIMATION AND GAMING, CERTIFICATE OF ACHIEVEMENT (C)

Overview

The Animation& 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

Certificate of Achievement Requirements

Complete all Department Requirements for the Certificate of Achievement with a cumulative grade point average (GPA) of 2.0 or better. Candidates for a Certificate of Achievement are required to complete at least 20% of the department requirements through SBCC.

Code	Title	Units
Department Requirements		
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
or MAT 168	Serious Game Prototyping	
Total Units		**27.00**

Recommended Courses

Code	Title	Units
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

1. Students will be able to create complex models, apply complex colors and textures to them according to a storyboard.
2. Students will be able to create a digital lighting system and render Photorealistic images in 2D.
3. Students will be able to create the necessary visual effects (environments and natural forces) specified for the story.
4. Students will be able to set up a skeleton for a 3-D model and animate a character according to a storyboard.
5. 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 (https://www.sbcc.edu/counselingcenter/counselingappointments.php).