

3D Modeling for Animation, Game Art and Visual Effects Crafton - A.S. Degree

<i>Required Courses:</i>		21.0
ART 121	Foundations of Three-Dimensional Design	3.0
MULTI 100	Multimedia Foundations	3.0
MULTI 111	Adobe Photoshop I	3.0
MULTI 150	3D Modeling and Sculpting	3.0
MULTI 155	Digital Sculpting	3.0
MULTI 250	Intermediate 3D Modeling	3.0
MULTI 214	Digital Media Portfolio	3.0

Total: 21.0

Program Level Outcomes

A student receiving a degree/certificate in the field will be able to:

1. Implement design principles in all stages of digital art.
2. Utilize hardware and software technologies & techniques of artists and digital art industries.
3. Analyze cultural influences and expressive forms within global media arts as they relate to digital art.
4. Apply knowledge of technical pipeline and professional practices specific to digital art industries.

Program Goals and Objectives

To provide students with a comprehensive education in 2D and 3D digital sculpting and media production. Additionally this degree will provide students foundational skills in digital animation and media production. Upon completion of this degree students may either choose to transfer to a four year program or may decide to enter the work force.

Rationale

As the field becomes more specialized, the need for 3D modeling specialists has increased across multiple industries: 3D Modeling for Animation, Game Art, Visual Effects, Manufacturing, Design, Engineering and Toy Industry, and Animatronics. Animation processes are more complex and usually taught at the 4 year level. (Summary: Replace 3D Animation with 3D Modeling)

Catalog Description

The Associates of Science Multimedia: 3D Modeling for Animation and Game Art degree focuses on the creation of digital assets such as characters, vehicles, props and environments used in Animation, Game Art and Visual Effects. Students learn to develop 2D and 3D assets and characters through 3D modeling and digital sculpting techniques. Students will also learn techniques for lighting, texturing and rendering their assets for presentation in a professional portfolio. This degree prepares students to transfer to a four year program in digital animation and/or to secure an entry-level position as a Character Designer, a 3D Modeler/Digital Sculptor, or a Game Asset Designer.

PROPOSED SEQUENCE			
Year	Semester	Units	Course(s)

