

ANIMATION, ASSOCIATE IN SCIENCE DEGREE

Banner Code: 1_AS_DMAN

Control Number: 38663

Financial Aid Eligible

Students in this program will explore animation concepts and gain hands-on experience using industry-standard hardware and software and motion capture systems. Animation is widely used in broadcast media, gaming and simulation, motion graphics, web design, and VR/AR. Students will employ techniques in storytelling and character development for both 2-dimensional and 3-dimensional animation. Computer and drawing skills are very important in this field. Students will leave with an animation portfolio representative of the material and techniques studied, suitable for employment or transfer to another institution.

Program Outcomes

1. Communicate ideas, emotion and intent effectively in visual, oral and written forms.
2. Create 2D and 3D characters and environments that reflect the integration of graphic clarity, design principles, performance principles and theoretical constructs.
3. Design layouts and backgrounds that incorporate principles of composition, perspective and color, with speed, accuracy and dexterity, using a variety of media.

Complete the Animation Certificate of Achievement and the Associate in Science graduation requirements as outlined in the Graduation Requirements section of the catalog.

Review Graduation Requirements (<https://catalog.cccd.edu/orange-coast/graduation-requirements/associate-degree/>) and General Education (<https://catalog.cccd.edu/orange-coast/general-education-patterns/>).

Course	Title	Units
Required Courses		
ART A110	Color and Design: Two-Dimensional	3
ART A120	Beginning Drawing	3
or ART A120H	Beginning Drawing Honors	
ART A121	Life Drawing 1	3
ART A127	Introduction to Storyboarding	3
ART A129	Figure Drawing for Animators and Illustrators	3
ART A135	Digital Painting	3
ART A251	Character Design	3
DMAD A181	Introduction to Computer Graphics	3
DMAD A280	2D Animation	3
DMAD A281	3D Computer Graphics Animation	3
DMAD A288	Digital Portfolio Development	3
FILM A196	Introduction to Visual Effects	3
Select 6-9 units from the Restricted Electives List		6-9
Total Units		42-45

Restricted Electives

Course	Title	Units
ART A111	Color and Design: Three-Dimensional	3
ART A128	Advanced Storyboarding and Previsualization	3
ART A143	Story Illustration Techniques	3
ART A269	Cartooning 1	3
ART A220	Figure Composition	3
ART A270	Cartooning 2	3
DMAD A117	Rapid Illustration Techniques	3
DMAD A190	Illustrator for Design	3
DMAD A202	Studio Internship Prep	2
DMAD A263	Motion Graphics and Video Compositing with Adobe After Effects	3
FILM A106	Introduction to Media Writing	3
FILM A193	Sound Design for Film & TV	3
FILM A194	Editing 1	3
FILM A220	Introduction to Immersive Media (VR/AR)	3

Course	Title	Units
Program Major Units		42-45
AS General Education Option 1, 2, or 3		Varies
Transferable electives to satisfy unit requirement		Varies
Total Minimum Degree Units		60

Program Sequence

These sequences at Orange Coast College are general course curriculum maps for students to finish all major and general education requirements for two-year completion of degrees, and/or fulfillment of transfer requirements. The course sequence may include course prerequisites and other placement requirements. **Students are advised to meet with an Orange Coast College Counselor to review course selections and sequences to ensure that completion of this program will meet a student's transfer and career goals.**

Course	Title	Units
Year 1		
Semester 1		
ART A120	Beginning Drawing	3
or ART A120H	or Beginning Drawing Honors	
ART A110	Color and Design: Two-Dimensional	3
DMAD A181	Introduction to Computer Graphics	3
FILM A194	Editing 1 (restricted elective)	3
OCC AS GE AREA A1 - CHOOSE ONE		3
Units		15
Semester 2		
ART A121	Life Drawing 1	3
ART A135	Digital Painting	3
ART A127	Introduction to Storyboarding	3
DMAD A190	Illustrator for Design (restricted elective)	3
FILM A196	Introduction to Visual Effects	3
Units		15
Summer		
OCC AS GE AREA C2 - CHOOSE ONE		3
Units		3

Course	Title	Units
Year 2		
Semester 1		
DMAD A280	2D Animation	3
RESTRICTED ELECTIVE - CHOOSE ONE (See Requirements) ¹		3
ART A251	Character Design	3
ART A129	Figure Drawing for Animators and Illustrators	3
OCC AS GE AREA D - CHOOSE ONE		3
Units		15
Semester 2		
DMAD A281	3D Computer Graphics Animation	3
DMAD A288	Digital Portfolio Development	3
OCC AS GE AREA A2 - CHOOSE ONE ²		
Select one of the following or satisfy Math competency (completion of High School Algebra 2 with a "C" or better):		3-4
MATH A030	Intermediate Algebra ((or higher)) ³	
or MATH A045	or Combined Elementary and Intermediate Algebra	
OCC AS GE AREA B - CHOOSE ONE		3-4
Units		12-14
Total Units		60-62

1

9 units total required

2

OCC AS GE AREA A2 - Required if 100-level MATH will not be taken to meet Math competency.

3

Math A030 or higher; *100-level Math courses satisfy AS Math Requirement and OCC AS GE AREA A2