



Digital Character

Program of Study: Design

Previously Animation (6 options)

Associate of Arts/ Science Degree	M	E	T	I	P	N	E	E	D
2. AMERICAN INSTITUTIONS/STATE & LOCAL GOVERNMENT : (3 units)									
Political Science 101**, 105 and 106; Social Science 132. <small>(**Students who completed POL S 101 before Spring 2014 must also complete POL S 106).</small>									
3. U.S. HISTORY: (3units)									
Economics 111, History 116; History 110, 111(CD), 117, 118; Social Science 131									
4. MATHEMATICS									
Mathematics 101, 120, 131 or 220AB (2 units)									
5. HEALTH (3 units)									
Health 104, 106; Psychology 111(CD)* or equivalent will satisfy this requirement.									
6. PHYSICAL EDUCATION (2 units)									
physical education activity classes and/or dance activity classes									
7. FIRST AID (1 units)									
Health 101, 102; Emergency Medical Technology 140									
8. CULTURAL DIVERSITY (3 units)									
Courses that satisfy this requirement have been marked by (CD) and appear throughout the graduation requirements. The requirement may be satisfied by completing any one of the graduation requirements with a course marked (CD) or by completing Child Development 156.									
9. General Education: 18 units; 1 course from each areas									
A. Natural Science (3 units)									
B. Social Sciences (3 units)									
C. Humanities:									
1. Interdisciplinary Humanities (3 units)									
2. Arts, Foreign Language, Literature, & Philosophy (3 units)									
D. Lang & Reality:									
1.English Composition (3 units)									
2.Communication & Analytical Thinking (3 units)									
TOTAL UNITS 35-37									

PREREQUISITE COURSES	CERTIFICATE (Requirements)	U N I T S	M E T	I P	N E E D	Transfer Credit
ART 150	ART 152: Figure Drawing	3				CSU, UC, USC
ART 152	ART 201:Drawing for Animation	3				CSU
	ART 230: Introduction to 3D Computer Graphics	3				
	PHOTO 121: Photoshop I	3				
Select one of the following options:						
	Digital Modeling: ART 231: Inorganic Modeling and ART 232: Organic Modeling	3 & 3				
PHOTO 121 and ART 220	Motion Graphics: ART 220: Introduction to Motion Graphics and ART 221: Advanced Motion Graphics	3 & 3				CSU
	Character Rigging & Animation ART 233: Character Set-Up/Kinematic and ART 234: Advanced 3D Character Set-Up and ART 235: 3D Character Animation and ART 153: Intermediate Figure Drawing	3 & 3 & 3 & 3				
ART 230 and ART 237	3D Texturing: ART 237: Creating Textures For 3D Animation and ART 238: Advanced Texturing For 3D Animation and ART 130: 2-D Foundation	3 & 3 & 3				
	Digital Sculpture: ART 245: 3D Digital Character Design I and ART 246: 3D Digital Character Design II	3 & 3				
	Animation Design: ART 205: Fundamentals of Animation I and ART 209: Introduction to Character Design and ART 210: Introduction to Animation Storyboard	3 & 3 & 3				
TOTAL UNITS REQUIRED 18-32						

Required Major Total: 18-32 units

Proposed Sequence

Term 1: 9 units

Term 2: 6 units

Term 3: 6 units

Term 4: 6 units

***Courses with an asterisk may be counted in one area only.
***Students who complete POL S 101 prior to spring 2014 must also complete POL S 106

Online Resources



www.salarysurfer.cccco.edu



www.CaCareerZone.org



1500 North Verdugo Road, Glendale, CA 91208

[Academic Counseling](#) (818) 240-1000 Ext. 5918 [Career Center](#) (818) 240-1000 Ext. 5407 or 5408 SEE A COUNSELOR TO PREPARE A STUDENT EDUCATIONAL PLAN



Arts, Media and Entertainment

The Arts, Media, and Entertainment industry sector is big business in California. This dynamic sector is relevant statewide, with most of the major employers concentrated in the southern part of the state. It offers jobs that require a vast range of creative and technical knowledge and skills.

The pathway actually splits into three different scenes, each leading to an incredible variety of careers: Media and Design Arts (artists, broadcasters, journalists), Performing Arts (actors, dancers, musicians) and Production and Managerial Arts (producers, managers, engineers).



Choose this path and you'll challenge both your creative and your technical side. You'll study classic art forms one minute, then work with cutting-edge technology the next.

You'll sharpen intangible skills like flexibility, problem-solving and interpersonal communication. And you'll gain invaluable experience in teamwork, decision-making and creative thinking—skills you'll need to thrive in today's media-rich environment.



How much can you make?



Technical Level Careers

(with AA or AS degree or certificate)

Stage Manager

Recording Studio Assistant

Special Effects Coordinator

Web Designer

Photographer

Graphic Designer/Artist

Film Maker

Camera Operator

Professional Level Careers

(with BS or BA degree)

Architect

Industrial Designer

Technical Writer

Sound Engineer

Medical Scientific Illustrator

Music Director/Conductor

Sound Design Editor

Visual Effects Coordinator

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