



CAREER EDUCATION

Your path to employment

DIGITAL CHARACTER DESIGN –ANIMATION DESIGN OPTION

(CAREER PATHWAY CHECKLIST –High School & New Students)



ABOUT THE JOB

Create special effects, animation, or other visual images using film, video, computers, or other electronic tools and media for use in products or creations, such as computer games, movies, music videos, and commercials.

SAMPLE OF JOB TITLES

3D Animator, 3D Artist, Animation Director, Animator, Art Director, Artist, Creative Director, Graphic Artist, Graphic Designer, Illustrator

EDUCATION

- *62% of respondents had a Bachelor's degree
- *19% of respondents had an Associate's degree
- *17% of respondents had Some college, or no degree

WAGE & EMPLOYMENT TRENDS

Median wages (2017) \$33.91 hourly, \$70,530 annual
Employment (2016) 74,000 employees
Projected growth (2016-2026) Average (5% to 9%)
Projected job openings (2016-2026) 6,600

TECHNOLOGY SKILLS

Technology Skill— a technology requirement frequently included in employer job postings

Graphics or photo imaging software — Ability Photopaint; Corel Painter; Microsoft Visio
Video creation and editing software — Apple Final Cut Pro; Chaos Group V-Ray; Pixar RenderMan Studio

*all information pulled from O*net Online www.onetonline.org *O*NET database, containing hundreds of standardized and occupation-specific descriptors on almost 1,000 occupations covering the entire U.S. economy. The database, which is available to the public at no cost, is continually updated from input by a broad range of workers in each occupation. WWW.SalarySurfer.CCCCO.edu - provides an estimate on potential wages to be earned after receiving a certificate or degree. / www.CACareerCafe.com is a Virtual Career Center open 24/7 bringing you insights and tools for success.

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Certificate, Degree: Total 24 units

FALL SEMESTER 1	CHECK	SPRING SEMESTER 2	CHECK
ART 201 Drawing For Animation 3.0 Units, Transfer, CSU	<input type="checkbox"/>	ART 209 Introduction to Character Design 3.0 Units, Transfer, CSU	<input type="checkbox"/>
College Courses at GCC			
FALL SEMESTER 1		SPRING SEMESTER 2	
ART 205 Fundamentals of Animation I 3.0 Units	<input type="checkbox"/>	ART 210 Introduction to Animation Storyboard 3.0 Units	<input type="checkbox"/>
ART 150 Drawing Foundations 3.0 Units, Transfer, CSU, UC,USC	<input type="checkbox"/>	PHOTO 121 Photoshop I 3.0 Units	<input type="checkbox"/>
ART 152 Figure Drawing 3.0 Units, Transfer, CSU, UC,USC	<input type="checkbox"/>	ART 230 Introduction to 3D Computer Graphics 3.0 Units	<input type="checkbox"/>
Congrats! Complete the Petition for Certificate Form and submit form to the Admissions and Records Office			<input type="checkbox"/>

GRADUATION REQUIREMENTS The requirement for the Associate in Arts/Science degree may be met by completing a Major with a minimum of 18 semester units + GENERAL EDUCATION (GE). A total 60 unit is a requirement for the Associate Degree. **SEE A COUNSELOR TO PREPARE A STUDENT EDUCATIONAL PLAN**

