The Graphic Communication Department offers two areas of emphasis in the 3D Computer Graphics Program: ANIMATION and GAME DESIGN. Both lead to a 21-unit AS Degree & Career Certificate in Graphic Communication. Look for an Animation Certificate available by Fall 2010.

Both disciplines offer students an opportunity to demonstrate the 12 principles of animation and how to apply them in a 2D and 3D environment, using industry standard software such as Maya, Modo, and Lightwave. The ANIMATION coursework teaches linear story telling, character development, and modeling and rigging of 3 dimensional characters/objects. In GAME DESIGN, students will learn interactive story telling, game theory, and modeling and rigging of 3 dimensional characters/objects, game art creation, game engine techniques and level design.

After earning a Career Certificate in either ANIMATION or GAME DESIGN, students can transfer to a four-year college or art school in film or animation, start an internship in this field, or possibly gain employment working with 3D computer graphics, animation or game design.

### Game Design

<table>
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<tr>
<th>Semester</th>
<th>Courses</th>
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| 1st      | GCOM 400 - Principles of Animation  
GCOM 420 - Video Game Design  
GCOM 330 - Beginning Photoshop  
ART 300 - Elementary Drawing & Composition |
| 2nd      | GCOM 401 - Intro to Computer Animation  
GCOM 402 - Beginning 3D Modeling & Rigging  
ART 304 - Figure Drawing and Composition |
| 3rd      | GCOM 424 - Video Game Art  
GCOM 332 - Advanced Image Editing for Web/Multimedia, using Photoshop  
ART 370 - Three Dimensional Design |
| 4th      | GCOM 426 - Level Design |

### Animation

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<th>Semester</th>
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| 1st      | GCOM 400 - Principles of Animation  
GCOM 330 - Beginning Photoshop  
ART 300 - Elementary Drawing & Composition |
| 2nd      | GCOM 401 - Intro to Computer Animation  
GCOM 332 - Advanced Image Editing for Web/Multimedia, using Photoshop  
TA 331 - Film Making  
ART 304 - Figure Drawing & Composition |
| 3rd      | GCOM 402 - Beginning Modeling & Rigging  
GCOM 340 - Beginning Adobe Illustrator  
ART 370 - Three Dimensional Design |
| 4th      | GCOM 410 - Advanced 3D Animation  
GCOM 390 - Intro to Motion Design, using After Effects  
TA 333 - Film Editing with Final Cut Pro |

**Suggested general education and other recommended coursework:**

- GCOM 340: Beginning Adobe Illustrator
- GCOM 341: Adv. Digital Illustration, using Illustrator
- ENGCW 400: Creative Writing
- BIOL 100: Introduction to Concepts of Human Anatomy and Physiology
- PHYS 310: Conceptual Physics
- TA 310: Introduction to Film (Same as ENGLT 400)
- TA 331: Film Making
- TA 339: Screenwriting
- TA 342: Stage Lighting
- MUSM 340: Introduction to Desktop Audio
- MUSM 356: Pro Tools 101, Introduction to Pro Tool