

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.

Graphic Communication Department 3D Computer Graphics Program

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

1st semester

GCOM 400- Principles of Animation
GCOM 420- Video Game Design
GCOM 330- Beginning Photoshop
ART 300- Elementary Drawing
& Composition

2nd semester

GCOM 401- Intro to Computer Animation
GCOM 402- Beginning 3D Modeling
& Rigging
ART 304- Figure Drawing and Composition

3rd semester

GCOM 424- Video Game Art
GCOM 332- Advanced Image Editing
for Web/Multimedia,
using Photoshop
ART 370- Three Dimensional Design

4th semester

GCOM 426- Level Design

Animation

1st semester

GCOM 400- Principles of Animation
GCOM 330- Beginning Photoshop
ART 300- Elementary Drawing
& Composition

2nd semester

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 semester

GCOM 402- Beginning Modeling & Rigging
GCOM 340- Beginning Adobe Illustrator
ART 370- Three Dimensional Design

4th semester

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 Introduction to Acting
TA 422 Stage Lighting
MUSM 340 Introduction To Desktop Audio
MUSM 356 Pro Tools 101, Introduction to Pro Tool