DIGITAL ARTS: COMPUTER ANIMATION (A.A.)

ASSOCIATE OF ART

The Cerritos College Computer Animation AA Degree combines a solid core of art foundation courses to build visual literacy with current computer graphics technology. Students develop technical proficiency and problem-solving skills through both traditional and digital media. Students learn the fundamental concepts of visual literacy and critical thinking skills in three-dimensional design, 3D modeling and animation that will enable them to pursue upper division coursework or enter the work- force. Students develop personal professional portfolios of their artwork, which enable them to enter the workforce. The Computer Animation Associate of Arts course sequence is consistent with California State University requirements.

Program Student Learning Outcomes

- Students prepare and assemble a body of work for entry into the workplace that include 3D modeling, 3D animated shorts, and video assembly.
- Students analyze multiple forms of animation and assemble animated shorts using current computer technology.
- Students apply professional practices to creatively express their personal experience with visual skill and clarity.
- Students appraise works of art that inform their own creative process by analyzing principles of visual composition, color theory, and lighting techniques.
- Students demonstrate through the creation of personal animated work, an understanding of the animation process and its use as a storytelling medium.

ASSOCIATE OF ARTS DEGREE REQUIREMENTS

Complete a minimum of 60 units to include: (1) Above art courses and units requirements, (2) General Education requirements and (3) electives as needed

Program Requirements

Code Number	Course Title	Units
Required Courses		
ART 102	Art History II: Renaissance to Rococo	3.0
or ART 103	Art History III: Neoclassical to Present	
or FILM 159	World Film	
ART 110	Freehand Drawing	3.0
ART 112	Life Drawing	3.0
ART 114	Storyboarding and Animation Principles for Film	3.0
ART 191A	3d Computer Animation	3.0
ART 191B	3D Computer Animation Project	3.0
ART 193	Motion Picture Editing	3.0
ART 195	3D Modeling for Animation	3.0
ART 198	Motion Graphics and Post-Production Effects	3.0
Select one of the following:		3.0
ART 121	Three-Dimensional Design (3)	
ART 194A	Advanced Motion Picture Editing (3)	
ART 195B	Advanced 3D Modeling (3)	
Total Units		**30**