

# ANIMATION ASSOCIATE of SCIENCE PROGRAM

The Animation A.S. Degree program is a comprehensive study of the skills necessary to create 2D or 3D digital animation for the entertainment industry. The required coursework begins with the **Animation Foundation Certificate of Achievement**, combining a solid foundation in animation history and visual storytelling with hands-on experience in digital animation pre-production and production processes.

After successfully completing the Animation Foundation, students pursue a concentration in **2D Animation, 3D Animation, 3D Production, or Visual Development**. Each concentration reflects an area of industry specialization, and is awarded as a second Certificate of Achievement. Students must complete the required coursework for the Animation Foundation and at least one concentration along with the coursework from one of the general education patterns to be eligible for the Animation A.S. Degree.

Throughout the Animation A.S. Degree program, students learn to develop professional skills, demonstrate those skills in effective entry-level portfolios, and work collaboratively on team-based projects. Students may also participate in internships with industry partners when available.

For career and other information, please see the [Entertainment Technology](#) section of the SMC website.

## PROGRAM LEARNING OUTCOMES

Upon completion of the Animation program, students will be able to create original content that demonstrates an understanding of the professional animation production pipeline, and develop an effective portfolio for transfer or entry-level employment in the entertainment industry.

## ASSOCIATE DEGREE REQUIREMENTS

An Associate degree is granted upon successful completion of a program of study with a minimum overall grade point average (GPA) of 2.0 and a minimum of **60 degree applicable semester units**, including:

- Completion of the area of emphasis with a grade of C or higher in each course, or with a P if the course was taken on a Pass/No Pass basis, and the P is equal to a C or higher;
- Completion of at least 50% of the area of emphasis units at Santa Monica College;
- **Completion of one of the following general education patterns: SMC GE, CSU GE, or IGETC;**
- Completion of the SMC Global Citizenship graduation requirement.

## CERTIFICATE OF ACHIEVEMENT REQUIREMENTS

A Certificate of Achievement is granted upon successful completion of a program of study with a minimum overall grade point average (GPA) of 2.0 and a **designated minimum number of units**, including:

- Completion of the area of emphasis with a grade of C or higher in each course, or with a P if the course was taken on a Pass/No Pass basis, and the P is equal to a C or higher;
- Completion of at least 50% of the area of emphasis units at Santa Monica College.

## CATALOG RIGHTS

A student may satisfy the requirements of a degree that were in effect at any time of the student's **continuous** enrollment. Continuous enrollment is defined as enrollment in consecutive Fall and Spring semesters until completion.

# ANIMATION AREA of EMPHASIS SEQUENCE

## REQUIRED CORE COURSES (15 Units)

Provides a solid foundation in animation history and visual storytelling as well as hands-on exposure to digital animation pre-production and production processes. Students will gain a fundamental understanding of industry-standard software applications, and will be able to make informed choices in pursuing entry-level employment or advanced study in areas of animation development or production. **Animation Foundation Certificate of Achievement** awarded upon completion.

Semester One		Semester Two or Intercession	
ANIM 1, Storytelling	3 Units	ANIM 5, History of Animation	3 Units
ANIM 2, 2D Animation Fundamentals	3 Units		
ANIM 3, 3D Fundamentals	3 Units		
ANIM 4, Digital Storyboarding	3 Units		

## REQUIRED CONCENTRATION (17 or 18 Units as specified)

Select one of the following:

### 2D ANIMATION (18 Units)

Students will be able to create original content that demonstrates an understanding of the professional 2D animation production pipeline, and develop an effective portfolio for transfer or entry-level employment in the entertainment industry. **2D Animation Certificate of Achievement** awarded upon completion.

Semester Two		Semester Three	
ANIM 18, Perspective Drawing	2 Units	ANIM 21, Advanced 2D Animation	3 Units
ANIM 19, Color Theory and Application	2 Units	ANIM 22, 2D Digital Production	3 Units
ANIM 20, Intermediate 2D Animation	3 Units		

  

Semester Four	
ANIM 75, Career Development	2 Units
ANIM 85, Animation Studio	3 Units

### 3D ANIMATION (17 Units)

Students will be able to create original content that demonstrates an understanding of the professional 3D animation production pipeline, and to develop an effective portfolio for transfer or entry-level employment in the entertainment industry. **3D Animation Certificate of Achievement** awarded upon completion.

Semester Two		Semester Three	
ANIM 20, Intermediate 2D Animation	3 Units	ANIM 31, Advanced 3D Character Animation	3 Units
ANIM 30, 3D Character Animation	3 Units	ANIM 32, Digital Previsualization	3 Units

  

Semester Four	
ANIM 75, Career Development	2 Units
ANIM 85, Animation Studio	3 Units

### 3D PRODUCTION (17 Units)

Students will be able to create original content that demonstrates an understanding of the professional 3D production pipeline, and to develop an effective portfolio for transfer or entry-level employment in the entertainment industry. **3D Production Certificate of Achievement** awarded upon completion.

#### Semester Two

ANIM 35, 3D Modeling	3 Units
ANIM 36, 3D Texturing & Rendering	3 Units

#### Semester Three

ANIM 37, 3D Character Creation	3 Units
ANIM 38, 3D Character Rigging	3 Units

#### Semester Four

ANIM 75, Career Development	2 Units
ANIM 85, Animation Studio	3 Units

### VISUAL DEVELOPMENT (18 Units)

Students will be able to create original content that demonstrates an understanding of the professional visual development process, and to develop an effective portfolio for transfer or entry-level employment in the entertainment industry. **Visual Development Certificate of Achievement** awarded upon completion.

#### Semester Two

ANIM 18, Perspective Drawing	2 Units
ANIM 19, Color Theory and Application	2 Units
ANIM 40, Character Design	3 Units

#### Semester Three

ANIM 41, Environment Design	3 Units
ANIM 42, Prop and Vehicle Design	3 Units

#### Semester Four

ANIM 75, Career Development	2 Units
ANIM 80, Visual Development Studio	3 Units

### TOTAL ANIMATION AREA OF EMPHASIS (32 or 33 Units as specified)

## ACADEMIC ADVISEMENT

Students who are interested in the Animation Associate of Science Degree program are strongly encouraged to schedule an appointment with the Academic Counselor, Amanda Garcia, to develop an Educational Plan. This is to ensure that you are taking the necessary courses to meet your educational goals.

Please contact the counselor directly to make an appointment:

**Amanda Garcia**

[garcia\\_amanda@smc.edu](mailto:garcia_amanda@smc.edu)

[www.calendly.com/garcia\\_amanda](http://www.calendly.com/garcia_amanda)