3D ANIMATION ARTS (AAS)

Catalog Effective Term: Fall 2024
Program Code: APANID
Credential: Associate in Applied Science
High Demand Occupation, High Skill Occupation, High Wage Occupation

The 3D Animation Arts program prepares students for entry-level positions in digital 3D modeling and animation for use in film, video, broadcast, video game design, visualization, advertising, print, and the web. Students will select a concentration in either Film and Broadcast or Game Art. They will develop ideas in the pre-production concept phase, execute them in the production phase, and polish them in the post-production phase to crease finished work. Through this process, students will develop critical industry skills such as storyboarding, modeling, texturing, lighting, rigging, animating, rendering, editing, sound engineering, and compositing. Ultimately, students will apply everything they have learned to create a demo reel that showcases their skills.

Articulation

Eastern Michigan University, BS Degree

Copies can be obtained from the Counseling Office, a program advisor, or from the Curriculum and Assessment Office Web site: http://www.wccnet.edu/learn/transfer-wcc-credits/articulation-agreements.php.

Program Admission Requirements

Good computer skills and aptitude are required to enroll in computer-based courses. Courses are taught using Macintosh computers.

Complete one of the following concentrations:

- Animation for Film and Broadcast
- Animation for Game Art

Full-Time Students

Animation for Film and Broadcast Concentration (ANIB)

Minimum Credits Required for the Concentration or Option: 60

Course	Title	Credits
First Semester		
ANI 145	Concept Development for Animation	2
ANI 150	3D Modeling & Production Pipeline	4
ART 111	Basic Drawing I	4
COM 101	Fundamentals of Speaking	3
Math Elective(s) (https://coursecatalog.wccnet.edu/academics/general-education/#math)		3
	Credits	**16**
Second Semester		
ANI 155	Textures and Studio Lighting for Animation	4
ANI 160	Fundamentals of Movement and Animation	4
ART 127	Life Drawing I	4
GDT 108	Photoshop Graphics	3
	Credits	**15**
Third Semester		
ANI 230	Motion and Sound	2
ANI 250	Organic Modeling and Rigging	4
ENG 107 or ENG 111	Technical Writing Fundamentals or Composition I	3-4
Arts/Human. Elective(s) (https://coursecatalog.wccnet.edu/academics/general-education/#arthuma)		3
Soc. Sci. Elective(s) (https://coursecatalog.wccnet.edu/academics/general-education/#socbehavsci)		3
	Credits	**15**
Fourth Semester		
ANI 235	Introduction to Compositing and Visual Effects	4
ANI 260	3D Animation III	4
VID 276	Video Graphics I	3
Nat. Sci. Elective(s) (https://coursecatalog.wccnet.edu/academics/general-education/#naturalsci)		3
	Credits	**14**
	Total Credits	**60**

Animation for Game Art Concentration (ANIC)

Minimum Credits Required for the Concentration or Option: 60

Course	Title	Credits
First Semester		
ANI 145	Concept Development for Animation	2
ANI 150	3D Modeling & Production Pipeline	4
ENG 107 or ENG 111	Technical Writing Fundamentals or Composition I	3-4
Arts/Human. Elective(s) (https://coursecatalog.wccnet.edu/academics/general-education/#arthuma)		3
Math Elective(s) (https://coursecatalog.wccnet.edu/academics/general-education/#math)		3
	Credits	**15**
Second Semester		
ANI 155	Textures and Studio Lighting for Animation	4
ANI 160	Fundamentals of Movement and Animation	4
ART 111	Basic Drawing I	4
GDT 108	Photoshop Graphics	3
	Credits	**15**
Third Semester		
ANI 180	Introduction to Game Level Design	4
ANI 190	History of Game Design	3
ANI 230	Motion and Sound	2
ANI 250	Organic Modeling and Rigging	4
COM 101	Fundamentals of Speaking	3
	Credits	**16**
Fourth Semester		
ANI 240	Advanced Game Level Design	4
ANI 260	3D Animation III	4
Nat. Sci. Elective(s) (https://coursecatalog.wccnet.edu/academics/general-education/#naturalsci)		3
Soc. Sci. Elective(s) (https://coursecatalog.wccnet.edu/academics/general-education/#socbehavsci)		3
	Credits	**14**
	Total Credits	**60**

Part-Time Students

Animation for Film and Broadcast Concentration (ANIB)

Minimum Credits Required for the Concentration or Option: 60

Course	Title	Credits
First Semester		
ANI 145	Concept Development for Animation	2
ANI 150	3D Modeling & Production Pipeline	4
GDT 108	Photoshop Graphics	3
	Credits	**9**
Second Semester		
ANI 155	Textures and Studio Lighting for Animation	4
ART 111	Basic Drawing I	4
	Credits	**8**
Third Semester		
ENG 107 or ENG 111	Technical Writing Fundamentals or Composition I	3-4
Math Elective(s) (https://coursecatalog.wccnet.edu/academics/general-education/#math)		3
	Credits	**6**
Fourth Semester		
ANI 160	Fundamentals of Movement and Animation	4
ANI 230	Motion and Sound	2
ANI 250	Organic Modeling and Rigging	4
	Credits	**10**
Fifth Semester		
ANI 235	Introduction to Compositing and Visual Effects	4
VID 276	Video Graphics I	3
	Credits	**7**
Sixth Semester		
COM 101	Fundamentals of Speaking	3
Arts/Human. Elective(s) (https://coursecatalog.wccnet.edu/academics/general-education/#arthuma)		3
Soc. Sci. Elective(s) (https://coursecatalog.wccnet.edu/academics/general-education/#socbehavsci)		3
	Credits	**9**
Seventh Semester		
ANI 260	3D Animation III	4
ART 127	Life Drawing I	4
	Credits	**8**
Eighth Semester		
Nat. Sci. Elective(s) (https://coursecatalog.wccnet.edu/academics/general-education/#naturalsci)		3
	Credits	**3**
	Total Credits	**60**

Animation for Game Art Concentration (ANIC)

Minimum Credits Required for the Concentration or Option: 60

Course	Title	Credits
First Semester		
ANI 145	Concept Development for Animation	2
ANI 150	3D Modeling & Production Pipeline	4
GDT 108	Photoshop Graphics	3
	Credits	**9**
Second Semester		
ANI 155	Textures and Studio Lighting for Animation	4
ART 111	Basic Drawing I	4
	Credits	**8**
Third Semester		
ENG 107 or ENG 111	Technical Writing Fundamentals or Composition I	3-4
Math Elective(s) (https://coursecatalog.wccnet.edu/academics/general-education/#math)		3
	Credits	**6**
Fourth Semester		
ANI 180	Introduction to Game Level Design	4
ANI 230	Motion and Sound	2
Nat. Sci. Elective(s) (https://coursecatalog.wccnet.edu/academics/general-education/#naturalsci)		3
	Credits	**9**
Fifth Semester		
ANI 190	History of Game Design	3
ANI 240	Advanced Game Level Design	4
	Credits	**7**
Sixth Semester		
COM 101	Fundamentals of Speaking	3
Arts/Human. Elective(s) (https://coursecatalog.wccnet.edu/academics/general-education/#arthuma)		3
Soc. Sci. Elective(s) (https://coursecatalog.wccnet.edu/academics/general-education/#socbehavsci)		3
	Credits	**9**
Seventh Semester		
ANI 160	Fundamentals of Movement and Animation	4
ANI 250	Organic Modeling and Rigging	4
	Credits	**8**
Eighth Semester		
ANI 260	3D Animation III	4
	Credits	**4**
	Total Credits	**60**