

ANIMATION, INTERACTIVE TECHNOLOGY, VIDEO GRAPHICS & VISUAL EFFECTS

Certificate Program

LENGTH: Four Semesters

PURPOSE: This program is designed to prepare students for a career in communication arts and to give students experience with the equipment and methods used in the graphic arts industry.

AREA I WRITTEN COMPOSITION 3 SH

ENG 101 English Composition I 3

AREA II HUMANITIES AND FINE ARTS 3 SH

ART 175 Digital Photography I 3

AREA III NATURAL SCIENCES AND MATHEMATICS 4 SH

PHY120 Introduction to Physics 4

AREA IV HISTORY, SOCIAL, AND BEHAVIORAL SCIENCES 0 SH

AREA V PRE-PROFESSIONAL, MAJOR, AND ELECTIVE COURSES 50 SH

CAP 101 CGI Software Basics 3

CAP 102 Compositing Basics 3

CAP 103 Computer Graphics History 3

CAP 121 CGI Animation 3

CAP 122 Storytelling and Revisualization Process/Project 5

CAP 123 CGI Shading, Lighting and Rendering 3

CAP 201 Simulation and Particles Effects 3

CAP 202 Live Action and Integration Project 5

CAP 203 Advanced Compositing 3

CAP 204 Advanced Modeling 2

CAP 221 Final Project 6

CAP 222 Specialization Field (Animation or Modeling) 3

CAP 223 Visual Effects Process 3

CAP 224 Digital Environment 3

DDT 240 Independent Studies 2

Total Hours 60 SH

This is a career program designed for students to go directly into the labor market upon completion. Although some of the courses in this program will transfer to four-year institutions, this program is not designed to be a transfer program of study; therefore, it is not subject to the terms and conditions of STARS.