ENTERTAINMENT ART- DIGITAL ENVIRONMENTS

Entertainment Art students work in a collaborative environment on project based assignments that revolve around creativity and innovation. Students are taught the skills they will need in order to create amazing artwork using the latest digital tools. The curriculum centers on the current production techniques used in designing the visual components found in games, apps, feature films and the web. From the fundamentals of 2D visual development through the pipeline for creating a finished 3D piece, students are guided by industry professionals. Entertainment Art students finish their training with portfolios full of captivating digital environments, vehicles, and props.

To acquire the **Certificate of Achievement in Entertainment Art-Digital Environments** it is necessary to complete the following courses:

Required Courses		Units	N	IP	C
ART 170	*Introduction to Digital Painting	3			
ANIM 130	Modeling for Games	4			
ANIM 134	Mech and Vehicle Design	4			
ANIM 135	Environment Design	4			
ANIM 140	*Animation Portfolio	4			
Total units needed for Certificate of Achievement		19			
Units Completed					