

DIVISION OF ARTS & CULTURAL PROGRAMS

# ANIMATION

ASSOCIATE OF ARTS DEGREE

This Degree is recommended for those who are interested in the field of Entertainment Art and Animation. Students are advised to check with the Counseling Department for the courses accepted into the Animation major at the four-year institutions where they seek transfer.

To acquire the **Associate of Arts Degree in Animation**, students must complete the required major courses below with a grade of "C" or better or of "P" if the course was taken on a Pass/No Pass basis, along with either of the following: Rio Hondo College General Education (RHC GE) or California General Education Transfer Curriculum (Cal-GETC). California State University General Education-Breadth (CSU GE) or Intersegmental General Education Transfer Curriculum (IGETC) may be used in some cases; please see a counselor for details.

Required Courses		Units	N	IP	C
<b>ANIM 101</b>	Introduction to Digital 3-D Animation	<b>4</b>			
<b>ANIM 105</b>	Principles of 3-D Digital Animation	<b>4</b>			
<b>ARTH C1100/H</b>	Survey of Western Art from Prehistory to the Medieval Era/Honors	<b>3</b>			
<b>ARTH C1200/H</b>	Survey of Western Art from the Renaissance to Contemporary/Honors	<b>3</b>			
<b>ART 120</b>	Two Dimensional Design	<b>3</b>			
<b>ART 121</b>	Three Dimensional Design	<b>3</b>			
<b>ART 130</b>	Freehand Drawing I	<b>3</b>			
<b>Choose one course from the list below:</b>					
<b>ANIM 110</b>	Digital Character Animation	<b>4</b>			
<b>ANIM 120</b>	Lighting and Rendering	<b>4</b>			
<b>ANIM 130</b>	Modeling for Games	<b>4</b>			
<b>ART 170</b>	Introduction to Digital Painting	<b>3</b>			
<b>ART 260</b>	*Figure Drawing for Animators	<b>3</b>			
<b>Total major units needed for Associate of Arts</b>		<b>26-27</b>			
Units Completed					
*Prerequisite/Corequisite					