

NORTHWEST VISTA COLLEGE

3D Animation

ASSOCIATE OF APPLIED SCIENCE DEGREE PLAN
2009-2010 Catalog



This program trains entry-level professional designers to work in a variety of career areas that include: 3D animation, film & special effects, and video game industries. Graduates also have employment opportunities flowing from the increased demand for 3D animation, simulation and visualization in the Aerospace, Life-Bio-Health Science, Defense, Tourism, Education, and Information Technology fields. Students will learn how to create 3D animations, develop characters to imitate life-like movements, and create environments in which characters can simulate life. Students will develop their traditional art skills, including: drawing, painting, sculpting, and graphic design utilizing Photoshop, Maya, and 3D Max software. Because the 3D Animation work environment demands highly advanced skills, it is recommended that students consider this program as an entry point to continued higher education rather than as a terminal degree. Students should consider transfer plans with universities that offer Bachelors of Applied Science and/or Bachelors of Applied Technology Degrees.

Student: _____ Date: _____
LAST NAME FIRST NAME MI

Student ID # (SSN): _____ Academic Advisor: _____

Semester I	HOURS	Semester II	HOURS
__ARTC 1302 Digital Imaging I	3	__ARTV 1345 3-D Modeling & Rendering I	3
__ARTS 1316 Drawing I	3	__ARTV 2345 3-D Modeling & Rendering II	3
__ARTV 1441 3-D Animation I	4	__COMM 1307 Introduction to Mass Communications	3
__ENGL 1301 Freshman Composition I	3	__GAME 1302 Interactive Storyboarding	3
__GAME 1303 Introduction to Game Design & Development	3	__SPCH 1321 Business & Professional Communication	3
Total	16	Total	15

Semester III	HOURS	Semester IV	HOURS
__GAME 1314 Character Sculpting	3	__ARTV 2351 3-D Animation II	3
__GAME 1372 Particles & Dynamics	3	__ARTV 2355 Character Rigging & Animation	3
__GAME 2336 Lighting, Shading, & Texture	3	__GAME 1304 Level Design	3
__GAME 2372 Principles of Character Animation	3	__GAME 2359 Game & Simulation Group Project	3
__MATH 1314 College Algebra	3		
Total	15	Total	12

Semester V	HOURS
__ARTV 2335 Portfolio Development for Animation	3
Total	3

*NOTES: A course may be used only once to fulfill degree requirements.
 A grade of C or higher is required for all prerequisite and technical courses.
 While a grade of D or higher will satisfy NVC degree requirements for non-prerequisite courses, most institutions require a grade of C or higher in order for a course to be considered for transfer.
 Check with the transfer institution to ensure that the courses taken at NVC will apply to the appropriate degree program.
 Select courses from the Core Curriculum selection list when specific courses are not listed.

Transfer coursework is *unofficial* until all official transcripts are evaluated and posted.