

DEGREES, CERTIFICATES, AND TRANSFER PREPARATION INFORMATION

ANIMATION

The mission of the Entertainment Technology program is to provide students with a comprehensive and well-rounded education in rapidly evolving media fields. The Entertainment Technology curriculum is designed to meet the changing needs of the entertainment industry. Entertainment Technology courses are comprehensive and rigorous, covering areas such as Animation, Game Development, Post-Production, and Visual Effects. Students will develop professional portfolios, work in teams, and may participate in internships with industry partners when available.

While the Entertainment Technology certificate programs are designed as full-time programs, students may also attend part-time. Courses are available during the day and evenings Monday through Friday and during the day on Saturday. For additional information, please refer to academy.smc.edu.

Programs Offered

- Transfer Preparation
- Animation Associate Degree
- 2D Animation Certificate of Achievement (18 units)
- 3D Animation Certificate of Achievement (17 units)
- 3D Production Certificate of Achievement (17 units)
- Animation Foundation Certificate of Achievement (15 units)
- Visual Development Certificate of Achievement (18 units)

Degrees and Certificates

Associate Degrees

- Animation
- Digital Media

Certificates of Achievement

- 2D Animation
- 3D Animation
- 3D Production
- Animation Foundation
- Digital Audio Post-Production
- Digital Media Foundation
- Digital Video Post-Production
- Visual Development

Associate Degree Requirements

An Associate degree is granted upon successful completion of a program of study with a minimum grade point average (GPA) of 2.0 (C) in degree applicable coursework and a minimum of **60 degree applicable semester units**, including:

- Completion of the area of emphasis with a grade of C or higher in each course, or with a P if the course was taken on a Pass/No Pass basis, and the P is equal to a C or higher;
- Completion of one of the following general education patterns: SMC GE, CSU GE, or IGETC;
- Completion of the SMC Global Citizenship graduation requirement.

Certificate of Achievement Requirements

A Certificate of Achievement is granted upon successful completion of a program of study with a minimum overall grade point average (GPA) of 2.0 (C) and a **designated minimum number of units**, including:

- Completion of the area of emphasis with a grade of C or higher in each course, or with a P if the course was taken on a Pass/No Pass basis, and the P is equal to a C or higher;
- Completion of at least 50% of area of emphasis units at Santa Monica College. Department Chairs have the discretion to waive the 50% minimum units required at SMC to meet the major or area of emphasis. All major coursework must be completed with a "C" or better grade.

Department Certificate Requirements

A Department Certificate is granted upon successful completion of a program of study with a **designated minimum number of units**, including:

- Completion of the area of emphasis with a grade of C or higher in each course, or with a P if the course was taken on a Pass/No Pass basis, and the P is equal to a C or higher;
- Completion of at least 50% of area of emphasis units at Santa Monica College. Department Chairs have the discretion to waive the 50% minimum units required at SMC to meet the major or area of emphasis. All major coursework must be completed with a "C" or better grade.

Note: Department Certificates are not noted on student transcripts. Students must submit a petition to the relevant academic department to be awarded a Department Certificate.

Catalog Rights

A student may satisfy the requirements of a degree that were in effect at any time of the student's *continuous* enrollment. Continuous enrollment means attendance in at least one semester (Fall or Spring) in each academic year.

Transfer Preparation

Many colleges/universities offer baccalaureate degrees in this field. Students planning to transfer to a four-year college or university should complete the lower-division major requirements and the general education pattern for the specific transfer institution. SMC has articulation agreements with the many UC and CSU campuses, as well as several private and out-of-state institutions.

Exact major requirements for UC and CSU campuses can be found online at assist.org.

A listing of private, nonprofit California colleges and universities can be found online at aiccu.edu. For articulation agreements between SMC and some of these institutions see smc.edu/articulation.

Animation, Associate Degree

See recommended course sequence below.

The Associate degree in Animation program is a comprehensive study of the skills necessary to create 2D or 3D digital animation for the entertainment industry. The required coursework begins with the Animation Foundation Certificate of Achievement, combining a solid foundation in animation history and visual storytelling with hands-on experience in digital animation pre-production and production processes.

After successfully completing the Animation Foundation, students pursue a concentration in 2D Animation, 3D Animation, 3D Production, or Visual Development. Each concentration reflects an area of industry specialization, and is awarded as a second Certificate of Achievement. Students must complete the required coursework for the Animation Foundation and at least one concentration to be eligible for the Associate degree in Animation.

Throughout the Associate degree in Animation program, students learn to develop professional skills, demonstrate those skills in effective entry-level portfolios, and work collaboratively on team-based projects. Students may also participate in internships with industry partners when available.

Program Learning Outcomes: Upon completion of the program, students will be able to create original content that demonstrates an understanding of the professional animation production pipeline, and develop an effective portfolio for transfer or entry-level employment in the entertainment industry.

Area of Emphasis: (32 - 33 Units) Required Core Course: (15 units)

- ANIM 1, Storytelling (*formerly ET 2*) (3)
- ANIM 2, 2D Animation Fundamentals (*formerly ET 19A*) (3)

ANIM 3, Fundamentals (*same as ET 24*) (3)
 ANIM 4, Digital Storyboarding (*formerly ET 18*) (3)
 ANIM 5, History of Animation (*formerly ET 61*) (3)

Required Concentration; Select 1 of the following concentrations: (minimum 17 units as specified)

2D Animation Concentration: (18 units)

ANIM 18, Perspective Drawing (*formerly ET 91*) (2)
 ANIM 19, Color Theory and Application (*formerly ET 94*) (2)
 ANIM 20, Intermediate 2D Animation (*formerly ET 19B*) (3)
 ANIM 21, Advanced 2D Animation (*formerly ET 23*) (3)
 ANIM 22, 2D Digital Production (*formerly ET 75*) (3)
 ANIM 75, Career Development (*formerly ET 72*) (2)
 ANIM 85, Animation Studio (*formerly ET 30*) (3)

or

3D Animation Concentration: (17 units)

ANIM 20, Intermediate 2D Animation (*formerly ET 19B*) (3)
 ANIM 30, Intermediate 3D Animation (*formerly ET 24B*) (3)
 ANIM 31, Advanced 3D Animation (3) (*formerly ET 24C*) (3)
 ANIM 32, Digital Previsualization (*formerly ET 24D*) (3)
 ANIM 75, Career Development (*formerly ET 72*) (2)
 ANIM 85, Animation Studio (*formerly ET 30*) (3)

or

3D Production Concentration: (17 units)

ANIM 35, Modeling (*formerly ET 25*) (3)
 ANIM 36, 3D Texturing and Rendering (*formerly ET 26*) (3)
 ANIM 37, 3D Character Creation (*formerly ET 25B*) (3)
 ANIM 38, 3D Character Rigging (*formerly ET 25C*) (3)
 ANIM 75, Career Development (*formerly ET 72*) (2)
 ANIM 85, Animation Studio (*formerly ET 30*) (3)

or

Visual Development Concentration: (18 units)

ANIM 18, Perspective Drawing (*formerly ET 91*) (2)
 ANIM 19, Color Theory and Application (*formerly ET 94*) (2)
 ANIM 40, Character Design (*formerly ET 21A*) (3)
 ANIM 41, Environment Design (*formerly ET 21B*) (3)
 ANIM 42, Prop and Vehicle Design (*formerly ET 21C*) (3)
 ANIM 75, Career Development (*formerly ET 72*) (2)
 ANIM 80, Visual Development Studio (*formerly ET 20*) (3)

2D Animation, Certificate of Achievement

The 2D Animation certificate is a comprehensive study of the process of creating two-dimensional animation for use in the entertainment industry. Students learn to create high-quality 2D animated content for a variety of projects using standard industry tools and methods.

Program Learning Outcomes: Upon completion of the program, students will be able to create original content that demonstrates an understanding of the professional 2D animation production pipeline, and develop an effective portfolio for transfer or entry-level employment in the entertainment industry.

Area of Emphasis: (18 UNITS)

ANIM 18, Perspective Drawing (*formerly ET 91*) (2)
 ANIM 19, Color Theory and Application (*formerly ET 94*) (2)
 ANIM 20, Intermediate 2D Animation (*formerly ET 19B*) (3)
 ANIM 21, Advanced 2D Animation (*formerly ET 23*) (3)
 ANIM 22, 2D Digital Production (*formerly ET 75*) (3)
 ANIM 75, Career Development (*formerly ET 72*) (2)
 ANIM 85, Animation Studio (*formerly ET 30*) (3)

3D Animation, Certificate of Achievement

The 3D Animation program is a comprehensive study of the process of creating three-dimensional animation for use in the entertainment industry. Students learn to create high quality 3D animated content for a variety of projects using standard industry tools and methods.

Program Learning Outcomes: Upon completion of the program, students will be able to create original content that demonstrates an understanding of the professional 3D animation production pipeline, and to develop an effective portfolio for transfer or entry-level employment in the entertainment industry.

Area of Emphasis: (17 UNITS)

ANIM 20, Intermediate 2D Animation (*formerly ET 19B*) (3)
 ANIM 30, Intermediate 3D Animation (*formerly ET 24B*) (3)
 ANIM 31, Advanced 3D Animation (*formerly ET 24C*) (3)
 ANIM 32, Digital Previsualization (*formerly ET 24D*) (3)
 ANIM 75, Career Development (*formerly ET 72*) (2)
 ANIM 85, Animation Studio (*formerly ET 30*) (3)

3D Production, Certificate of Achievement

The 3D Production program is a comprehensive study of the process of creating three-dimensional assets for use in the entertainment industry. Students learn to create high-quality 3D production assets for a variety of projects using standard industry tools and methods.

Program Learning Outcomes: Upon completion of the program, students will be able to create original content that demonstrates an understanding of the professional 3D production pipeline, and to develop an effective portfolio for transfer or entry-level employment in the entertainment industry.

Required Courses: (17 UNITS)

ANIM 35, 3D Modeling (*formerly ET 25*) (3)
 ANIM 36, 3D Texturing and Rendering (*formerly ET 26*) (3)
 ANIM 37, 3D Character Creation (*formerly ET 25B*) (3)
 ANIM 38, 3D Character Rigging (*formerly ET 25C*) (3)
 ANIM 75, Career Development (*formerly ET 72*) (2)
 ANIM 85, Animation Studio (*formerly ET 30*) (3)

Animation Foundation, Certificate of Achievement

The Animation Foundation program provides a solid foundation in animation history and visual storytelling, as well as hands-on exposure to digital animation pre-production and production processes. Students will gain a fundamental understanding of industry-standard software applications.

Program Learning Outcomes: Upon completion of the program, students will be able to create original content that demonstrates an understanding of 2D and 3D animation principals using standard industry tools and methodologies. Students will also be able to make informed choices in pursuing entry-level employment or advanced study in areas of animation development or production.

Required Courses: (15 UNITS)

ANIM 1, Storytelling (*formerly ET 2*) (3)
 ANIM 2, 2D Animation Fundamentals (*formerly ET 19A*) (3)
 ANIM 3, 3D Fundamentals (*formerly ET 24*) (3)
 ANIM 4, Digital Storyboarding (*formerly ET 18*) (3)
 ANIM 5, History of Animation (*formerly ET 61*) (3)

Visual Development, Certificate of Achievement

The Visual Development program is comprehensive study of the visual development pre-production process used in the entertainment industry. Students learn to create high-quality visual development art and storyboard animatics for a variety of projects using standard industry tools and methods.

Program Learning Outcomes: Upon completion of the program, students will be able to create original content that demonstrates an understanding of the professional visual development process, and to develop an effective portfolio for transfer or entry-level employment in the entertainment industry.

Required Courses: (18 units)

ANIM 18, Perspective Drawing (*formerly ET 91*) (2)

ANIM 19, Color Theory and Application (*formerly ET 94*) (2)

ANIM 40, Character Design (*formerly ET 21A*) (3)

ANIM 41, Environment Design (*formerly ET 21B*) (3)

ANIM 42, Prop and Vehicle Design (*formerly ET 21C*) (3)

ANIM 75, Career Development (*formerly ET 72*) (2)

ANIM 80, Visual Development Studio (*formerly ET 20*) (3)