

Animation

With the growing need for 3D computer animation worldwide, the Animation program offers student artists a chance to take their first steps towards a career creating visual effects. This program will provide creative and technical skills students need to find a career in the animation industry.

Students will gain knowledge and experience in multiple disciplines by learning drawing techniques, figure drawing, basic design and storyboarding, as well as professional animation software. Graduates will have acquired the personal and professional skills necessary to begin their career as visual artists in a highly competitive, creative medium.

Degrees

General Education Foundation

Communication		6
ENG-111	English Composition I	
ENG-112	English Composition II or COM-10 Speech Fundamentals	
Math-Science-Technology		8
MAT-120	Mathematics for Liberal Arts	
	Laboratory Science Elective (4)	
Social Science OR Humanities		3
	Social Science or Humanities Elective	
General Education Electives		6
ART-133	Art History I	
ART-134	Art History II	
General Education Foundation Credits		23
ANIMATION CORE (37)		
ART-122	Drawing I	3
ART-123	Drawing II	3
ART-124	Figure Drawing	3
ART-130	Two Dimensional Design	3
ART-131	Color Theory	3
ART-132	Three Dimensional Design	3
MED-110	Multimedia I	3
MED-113	Multimedia II	3
COM-114	Media Aesthetics	3
MED-220	Animation	3
MED-240	Advanced Animation	3
ART-230	Portfolio and Presentation	3
ART-102	Introduction to Computer for Fine Art	1
ANIMATION CORE (37) Credits		37

Total Credits 60

Faculty

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Courses

ART-102. Introduction to Computer for Fine Art. 1 Credit.

LECT 1 hr

This 7-week, 1-credit introductory course will teach Fine Art Students the essential elements of the Photoshop interface. Students will learn basic retouching as well as photo editing, including how to correct, enhance, and distort digital images of their art work, and prepare those images for use in print and on the web.

ART-114. Contemporary Art. 3 Credits.

LECT 3 hrs

Contemporary Art launches with a review of 19th and 20th century art and then brings students to the here and now, the art and the artists of today. In lectures, multimedia presentations and field experiences, students are exposed to the pluralism of the new global art world.

ART-116. American Art. 3 Credits.

LECT 3 hrs

A survey and overview of the development of visual art traditions in America beginning with the colonization of the Americas and continuing through the Modern and Post-Modern periods. Arts, crafts and architecture are examined as well as Native American, African American, Hispanic and other cultural influences contributing to the development of a uniquely American experience and vision.

ART-122. Drawing I. 3 Credits.

LECT 2 hrs LAB 3 hrs

In Drawing I, beginning art students learn the methods, materials and visual information needed to draw what we see. In small steps, students are led through a series of simple exercises designed to build competence and confidence. The diversity and complexity of the subjects drawn gradually grows along with students' drawing and visual skills. Students create a sketch book and a portfolio including still life drawings, landscape drawings, perspective drawings and portraiture. Materials used include pencil, charcoal, conte crayon and ink.

Additional Fees: Course fee applies.

ART-123. Drawing II. 3 Credits.

LECT 2 hrs LAB 3 hrs

Drawing II is an intermediate-level drawing course designed for students who wish to build upon the skills and knowledge acquired in ART-122 Drawing I. Students explore a wide range of tools, mediums and surfaces. Larger scale drawings, the introduction of color in drawing and experimentation with subjects and visual space are encouraged. Drawing II also includes a study of basic anatomy for artists and an introduction to drawing from live nude models, both male and female. By semester end, successful students will have created a sketch book and diverse portfolio of competent and expressive drawings that complement student portfolios begun in ART-122 Drawing I.

Prerequisites: ART-122

Additional Fees: Course fee applies.

ART-124. Figure Drawing. 3 Credits.

LECT 2 hrs LAB 3 hrs

In Figure Drawing, student artists draw from live nude models, both male and female, study in-depth anatomy for artists and explore a variety of methods and materials to create expressive drawings of the human figure. By the end of the semester, successful students will have created a wide selection of figure drawings to support the drawing portfolio begun in Drawing I and continued in Drawing II.

Prerequisites: ART-122, ART-123

Additional Fees: Course fee applies.

ART-130. Two Dimensional Design. 3 Credits.

LECT 2 hrs LAB 3 hrs

In Two Dimensional Design, students learn, through lectures, multimedia presentations, and simple drawing, painting and collage projects, how to control and compose visual elements on a two-dimensional plane. These visual elements include line, shape, light, texture, scale and a brief introduction to color applied on two-dimensional surfaces such as paper, board and canvas-board. Student artists who successfully complete this course will have a solid initial portfolio and the fundamental knowledge and basic skills needed to create better, more effective photographs, drawings, paintings, prints, illustrations, designs and graphic designs.

Additional Fees: Course fee applies.

ART-131. Color Theory. 3 Credits.

LECT 2 hrs LAB 3 hrs

In Color Theory students learn, through lectures, multimedia presentations and assigned projects using a variety of art mediums, how color affects the human eye, mind, body and spirit. Students who successfully complete this course will add a strong body of artwork that exhibits a working knowledge of color theory and its application in the visual arts, adding to the initial portfolio of artwork created in Drawing I and Two Dimensional Design.

Prerequisites: ART-122 and either ART-130 or DSN-108

Additional Fees: Course fee applies.

ART-132. Three Dimensional Design. 3 Credits.

LECT 2 hrs LAB 3 hrs

In Three Dimensional Design, students, through lectures, multimedia presentations and assigned projects using a variety of materials and the basic aspects of planning, sketching and modeling, learn to understand and control the visual and physical forces inherent in the creation of three-dimensional objects. Students who successfully complete this course will add a body of three-dimensional art work to their portfolios. Student artists will also possess the fundamental knowledge and basic skills needed to pursue further studies in sculpture, ceramics, design (product, industrial, interior, fashion) and architecture.

Prerequisites: ART-122 and either ART-130 or DSN-108

Additional Fees: Course fee applies.

ART-133. Art History I. 3 Credits.

LECT 3 hrs

Art History I is a global survey of the major developments in painting, sculpture and architecture from the cave art of prehistory through the art of Africa, the Near East, South and South East Asia, Korea, China, Japan, Egypt, Greece and Rome, through the Gothic in Europe. Students explore, through lectures, multimedia presentations and a field experience at major art museums, the social, technological and spiritual changes that influenced the evolution of subjects, styles and ideas expressed in early art.

ART-134. Art History II. 3 Credits.

LECT 3 hrs

Art History II explores the significant developments in painting, sculpture and architecture from the High Renaissance to the art of the late 20th century, and the art of Africa and the Americas. Political, religious, scientific, industrial and technological revolutions are mirrored in the powerful and dramatic changes that take place in the art world. Through lecture, visual presentations and a field experience, students discover important stylistic movements of the last half-millennium from around the world.

ART-135. Art Appreciation. 3 Credits.

LECT 3 hrs

Art Appreciation will introduce students to the creative processes and techniques used in the diverse media of the visual arts. Through the study and analysis of artworks, students are introduced to visual literacy principles to examine and understand historical, global, economic, cultural and conceptual contexts. Students will correlate the arts with a general history of culture, develop a multicultural perspective of the arts, and learn to understand its application to our contemporary visual culture and its uses. Students will discover the human impulse to create art, and how artistic expression addresses universal humanistic themes.

ART-183. Art History I Honors. 3 Credits.

LECT 3 hrs

Art History I is a global survey of the major developments in painting, sculpture and architecture from the cave art of prehistory through the art of Africa, the Near East, South and South East Asia, Korea, China, Japan, Egypt, Greece and Rome, through the Gothic in Europe. Students explore, through lectures, multimedia presentations and a field experience at major art museums, the social, technological and spiritual changes that influenced the evolution of subjects, styles and ideas expressed in early art. GPA of 3.3 or higher, CCM Honors student, or permission of CCM Honors needed to take this course.

Prerequisites: Permission of department chair.**ART-184. Art History II Honors. 3 Credits.**

LECT 3 hrs

Art History II explores the significant developments in painting, sculpture and architecture from the High Renaissance to the art of the late 20th century, and the art of Africa and the Americas. Political, religious, scientific, industrial and technological revolutions are mirrored in the powerful and dramatic changes that take place in the art world. Through lecture, visual presentations and a field experience, students discover important stylistic movements of the last half-millennium from around the world. GPA of 3.3 or higher, CCM Honors student, or permission of CCM Honors needed to take this course.

Prerequisites: Permission of department chair.**ART-219. Painting I. 3 Credits.**

LECT 2 hrs LAB 3 hrs

Painting I introduces students to the technical, formal and creative aspects of painting in either oil or acrylic paint. Student artists work with diverse subject matter and explore a variety of methods, tools and materials.

Prerequisites: ART-122, ART-130, ART-131**Additional Fees:** Course fee applies.**ART-220. Painting II. 3 Credits.**

LECT 2 hrs LAB 3 hrs

Painting II advances students in the technical, formal and creative aspects of painting in either oil or acrylic paint. Student artists work with diverse subject matter and explore a variety of methods, tools and materials.

Prerequisites: ART-219**Additional Fees:** Course fee applies.**ART-228. Sculpture I. 3 Credits.**

LECT 2 hrs LAB 3 hrs

In Sculpture I, students explore space and form, and three-dimensional media in the creation of expressive sculptural objects. Students model, carve and construct in a variety of media such as clay, plaster, stone, wood, metal and paper.

Prerequisites: ART-122, ART-130, ART-131, ART-132**Additional Fees:** Course fee applies.**ART-229. Sculpture II. 3 Credits.**

LECT 2 hrs LAB 3 hrs

Sculpture II builds on the basic skills acquired in prerequisite courses and Sculpture I. Sculpture II is an extension of Sculpture I with a greater emphasis on originality and personal style and self-expression. Student artists continue to develop their understanding of the human figure, form and of the media and techniques by which to represent them.

Prerequisites: ART-228**Additional Fees:** Course fee applies.**ART-230. Portfolio and Presentation. 3 Credits.**

LECT 2 hrs LAB 3 hrs

Portfolio and Presentation guides students in the selection of artworks appropriate to include in final portfolios. Students improve, restore, repair or complete any work necessary to the portfolio. Students assemble, collate and document all work in physical and digital forms in preparation for submission to targeted transfer institutions, galleries, museums or prospective employers or clients. Students create written documents including resumes, cover letters and biographies to support professional activities. A final art exhibition and formal presentation of the portfolio and supporting materials are required.

Prerequisites: ART-122, ART-131, and ART-130 or DSN-108.**Additional Fees:** Course fee applies.**ART-233. Independent Study I. 1 Credit.**

LECT 1 hr

Course study designed with a faculty advisor. The student is responsible for developing a statement of goals and objectives and submitting proposed projects.

Prerequisites: Permission of department chair**Additional Fees:** Course fee applies.**ART-234. Independent Study II. 2 Credits.**

LECT 2 hrs

A project designed with a faculty advisor. The student is responsible for developing a statement of goals and objectives, maintaining a weekly log and submitting a summary project.

Prerequisites: Permission of department chair**Additional Fees:** Course fee applies.**ART-237. Watercolor Painting. 3 Credits.**

LECT 2 hrs LAB 3 hrs

In this course, students learn, through demonstration and experience, how to paint using the expressive medium of watercolor. Students create still life, landscape, figurative and abstract paintings. Students who successfully complete this course will have a portfolio of watercolor paintings and the fundamental knowledge and basic skills needed to effectively use the medium.

ART-238. Independent Study III. 3 Credits.

LECT 3 hrs

A project designed with a faculty advisor. The student is responsible for developing a statement of goals and objectives, maintaining a weekly log and submitting a summary project.

Prerequisites: Permission of department chair**Additional Fees:** Course fee applies.**ART-241. Ceramics I. 3 Credits.**

LECT 2 hrs LAB 3 hrs

The study and practice of ceramics - the preparation of clay, hand building, wheel-throwing and glazing. Emphasis is placed on contemporary American techniques.

Additional Fees: Course fee applies.

ART-242. Ceramics II. 3 Credits.

LECT 2 hrs LAB 3 hrs

The study and practice of ceramics. Emphasis is placed on producing finished ceramic artworks.

Prerequisites: ART-241**Additional Fees:** Course fee applies.**ART-291. Special Topics in Art. 3 Credits.**

LECT 2 hrs LAB 3 hrs

Studio work in selected topics or issues in art.

Additional Fees: Course fee applies.**ART-292. Special Topics in Art. 3 Credits.**

LECT 2 hrs LAB 3 hrs

Studio work in selected topics or issues in art.

Additional Fees: Course fee applies.**MED-110. Multimedia I. 3 Credits.**

LECT 3 hrs

Multimedia I is a survey course designed to allow students to explore, discuss, develop and use multimedia technology. This computer-based course offers an extensive overview of the technologies of multimedia. Students engage in issues related to usability, management and distribution. Topics include multimedia development and design, media elements, and emerging hardware and software trends. Several projects throughout the course give students hands-on experience with a variety of digital multimedia tools.

Additional Fees: Course fee applies.**MED-113. Multimedia II. 3 Credits.**

LECT 3 hrs

An advanced course designed to allow students to apply the theory and basic practical knowledge presented in Multimedia I. Students apply their knowledge productions for DVD, local networks or the Internet. Students incorporate traditional media production elements such as video and audio combined with the latest features and technologies. Conceptualization, user interface design and prototyping are key course elements. A multimedia prototype project that demonstrates conceptual and technical understanding is required.

Prerequisites: MED-110**Additional Fees:** Course fee applies.**MED-119. Digital Media Production. 3 Credits.**

LECT 3 hrs

This course provides students with theory and training in the area of digital content development for digital media productions. Software and hardware training in digital video, audio, animation, and graphics are introduced. In addition, the appropriate use of these areas of content in developing digital media productions and interface design are discussed.

Additional Fees: Course fee applies.**MED-210. Digital Video Editing. 3 Credits.**

LECT 2 hrs LAB 2 hrs

This course provides students with the fundamental principles of video editing with a focus on the techniques and technology used to achieve a superior final product. An in-depth exploration of non-linear editing concepts includes a deeper understanding of primary, secondary and tertiary motion, shot types, sequencing, transitions and continuity. Students learn to log and capture raw video, assemble shots on a timeline, create, add, and edit text, audio tracks, title animation, effects, transitions, continuity and video compositing. This course is ideal for students who wish to create and edit a professional video for broadcast, webcast and other motion media venues.

Prerequisites: MED-113 or COM-211**Additional Fees:** Course fee applies.**MED-213. Multimedia Authoring and Design. 3 Credits.**

LECT 3 hrs

Using industry-standard authoring software, students apply multimedia technology to assemble a real-world interactive multimedia project. Concepts and principles of user interface design, digital audio and video production, team production techniques and usability testing are employed. As members of a production team, students plan, manage and implement a complex multimedia production project.

Prerequisites: MED-113**Additional Fees:** Course fee applies.**MED-220. Animation. 3 Credits.**

LECT 3 hrs

This is an introductory course in 3D modeling and animation software to create animated imagery for video and multimedia applications. Software includes 3D Studio Max (3D animation) and Adobe Premiere and AfterEffects (digital video). Through assigned projects, students learn to combine live video and animation with compositing and bluescreening techniques.

Additional Fees: Course fee applies.**MED-240. Advanced Animation. 3 Credits.**

LECT 3 hrs

This advanced-level course is a continuation of MED-220 Animation and is designed to expose students to high-end 3-D modeling tools for digital animation, electronic post-production, digital special effects and digital multimedia. This course explores advanced applications in digital compositing, particle systems, Newtonian algorithms, kinematic, dynamation and 3-D characters.

Prerequisites: MED-220**Additional Fees:** Course fee applies.**MED-292. Special Topics in Media. 3 Credits.**

LECT 3 hrs

An examination of selected topics or issues in media. Topics may differ each time the course(s) is/are offered. Students should consult the department chair for further information. Available only to Digital Media Technology majors.

Prerequisites: Permission of department chair**Additional Fees:** Course fee applies.