

Effective Date: 01/04/2016

The College added the below information:

Diploma in 3D Modeling for Gaming

11,900

The diploma program in 3D Modeling for Gaming is designed to provide an opportunity for students to develop knowledge and skills relevant and required in gaming and film production environments. Students develop a solid foundation in the creation of 3D models and textures for Hard Surfaces and Characters. They will also gain an understanding of 3D animation and the skills needed to integrate art assets into game engines and other mediums for a variety of purposes. Students will also come to know how games, film and other interactive media are designed to interact with the audience effectively. They will learn and work with industry standard 3D development software for the creation of art assets and their integration.

In addition to attending courses, students will be required to complete out-of-class assignments. These assignments include but are not limited to reading, exercises and problem solving, projects, research, papers, and presentations. A student can anticipate out-of-class activities that equal about two (2) hours for every one (1) hour of lecture. Upon successful completion of the program (see graduation requirements section of the catalog), students could seek or obtain entry-level employment in a 3D Modeling for Gaming - or related field(s) as a 3D Modeler, 3D Animator, Digital Modeler, or similar title.

Program Outcomes:

Upon completion of this program, students should be able to develop and demonstrate:

1. A solid understanding of 3D Modeling
2. A firm knowledge of Texture generation
3. A basic understanding of 3D animation and its principles.
4. A firm knowledge of integrating animation assets into various mediums.
5. A solid understanding of game design principles.
6. A general understanding of the creation of 2D art.
7. A general understanding of the VFX creation process

Course Code	Course Title	Contact Hours	Quarter Credit Hours
AMC101	Animation I	50.00	4.0
AMC102	Drawing	100.00	6.0
AMC103	Digital Tools	50.00	4.0
AMC104	Concept Art	50.00	4.0
AMC160	Lighting Rendering & VFX	100.00	6.0
AMC170	Production	100.00	6.0
MG101	Modeling I	50.00	4.0
MG102	Modeling II	100.00	6.0
MG105	Texturing and Surfacing	100.00	6.0
MG111	Digital Sculpting	50.00	4.0
MG110	Modeling III	50.00	4.0
MG215	3D Modeling and Animation Capstone	100.00	6.0
SS101	Student Success Strategies	50.00	4.0
SS102	Professional Success Strategies	50.00	4.0
	TOTALS	1,000.00	68.00

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The College added the below information:

Diploma in Animation and Motion Capture

The diploma program in Animation and Motion Capture is designed to provide an opportunity for students to develop knowledge and skills relevant and required in animation and gaming environments. Students develop a solid foundation in the creation of 3D animation and the use of optical motion capture technology. They will also gain an understanding of 3D modeling and the skills needed to integrate art assets into game engines and other mediums for a variety of purposes. Students will also come to know how games, film and other interactive media are designed to interact with the audience effectively. Students will learn and work with industry standard 3D development software for the creation of art assets and their integration. In addition to attending courses, students will be required to complete out-of-class assignments. These assignments include but are not limited to reading, exercises and problem solving, projects, research, papers, and presentations. A student can anticipate out-of-class activities that equal about two (2) hours for every one (1) hour of lecture. Upon successful completion of the program (see graduation requirements section of the catalog), students could seek or obtain entry-level employment in a video production and editing or related field(s).

Program Outcomes:

Upon completion of this program, students should be able to:

1. Develop a solid understanding of 3D Animation;
2. Demonstrate a competent knowledge of Motion Capture Techniques;
3. Develop a basic understanding of 3D modeling and texturing techniques;
4. Demonstrate a competent knowledge of integrating art assets into various mediums;
5. Develop a solid understanding of basic game design principles;
6. Develop and demonstrate a general understanding of the creation of 2D digital art;
7. Develop and demonstrate a general understanding of the VFX creation process.

Course Code	Course Title	Contact Hours	Quarter Credit Hours
AMC101	Animation I	50	4.0
AMC102	Drawing	100	6.0
AMC103	Digital Tools	50	4.0
AMC104	Concept Art	50	4.0
AMC105	Animation II	100	6.0
AMC110	Animation III	50	4.0
AMC140	Motion Capture	100	6.0
AMC150	Rigging	50	4.0
AMC160	Lighting Rendering & VFX	100	6.0
AMC170	Production	100	6.0
MG101	Modeling I	50	4.0
MG215	3D Modeling and Animation Capstone	100	6.0
SS101	Student Success Strategies	50	4.0
SS102	Professional Success Strategies	50	4.0
	TOTALS	1,000	68.0

AMC101 Animation I 4.0 quarter credits

add'l
10,500 to
get Assoc.
27,500 for whole Assoc.