Entry level employment in the digital media industry with a specialization in animation

You need to see a Counselor for specific recommendations about courses that will best meet your educational goals. Not all courses on the map are offered every term. Consult the Catalog and the Schedule of Classes for more details.

For information about transferring, see: https://www.dvc.edu/enrollment/transfer/index.html

For information on careers in this field see: https://www.dvc.edu/enrollment/career-employment/index.html

Required:
- ARTDM 105 Introduction to Digital Imaging
- ARTDM 167 Digital Animation
- DRAMA 122 Basic Principles of Acting
- FTVE 160 Introduction to Film Production

PLUS at least 3 units from:
- ARTDM 117 Digital Illustration
- ARTDM 140 Motion Graphics

PLUS at least 6 units from:
- ARTDM 160 3D Modeling and Animation I
- ARTDM 161 3D Modeling and Animation II
- ARTDM 165 Drawing for Digital Animation
- ARTDM 166 Intermediate Drawing for Digital Animation

Total minimum required units: 21

Program Learning Outcomes:
1. Visually and verbally conceptualize in a clear and concise way the artistic/technical direction for an animation project.
2. Develop technical proficiency using computer hardware and software appropriate to the animation industry.
3. Articulate, analyze, and evaluate the meaning in creating projects, including social contexts and ethical choices.
4. Work collaboratively within a creative team.
5. Develop a professional portfolio of work.

Careers in:
- Entry level employment in the digital media industry with a specialization in animation.

2020-2021 Catalog