Art Digital Media: Animation AA

**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 creative projects, including social contexts and ethical choices.
4. Work collaboratively within a creative team.
5. Develop a professional portfolio of work.

**Careers in**
- Website designer
- Animator film/TV
- Multimedia

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

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

**TAKE 1**
- 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

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**2020-2021 Catalog**

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