# Creative Design Technologies: 3D Animation

AD M&C

Austin Community College DISTRICT

Degree: *3D Animation Specialization Associate of Applied Science (AAS)*
Certificate: *3D Animation Level 2 (C2)*

## ARTS, DIGITAL MEDIA & COMMUNICATIONS

**Program Description:** The 3D Animation program equips students with animation skills that are used in the film, broadcast and computer game industries. Courses provide a balance between 3D technical skills and the development of motion aesthetics and the curriculum culminates in a portfolio-building project. To make sure courses are taken in the required prerequisite course order, please contact the department for advising: 512-223-4864 or 512-223-4830.

**Contact:**
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512-223-4803

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512-223-4864

**Department Website:**
sites.austincc.edu/cdt/

*Use this **Program Map** to choose courses with your college advisor and track your progress towards milestones and completion of program.*

| Pre-Degree Requirements | | |
|---|---|---|
| Program Specific | Reading and Writing Placement *Placements based on TSI* | Mathematics Placement *Placements based on TSI* |
| | □ Basic Developmental Courses<br>□ ESOL Courses<br>□ INRW Courses | □ NCBM and MATD courses paired with MATH courses<br>□ NCBM and MATD courses |

*D=Degree*
*C2=Level 2 Certificate*

**SEMESTER-BY-SEMESTER PROGRAM PLAN FOR FULL-TIME STUDENTS**
*Plans can be modified to fit the needs of part-time students by adding more semesters*

| C2 | D | Semester 1 | CR | Advising Notes |
|---|---|---|---|---|
| | ● | EDUC 1300 - Effective Learning: Strategies for College Success **OR** Oral Communication | 3 | Note: All first-time Austin Community College (ACC) students with fewer than 12 SCH of successful college credit must take the EDUC 1300 course in their first semester at ACC. All other students can choose a speech course from the Component Area Option section of the Core Curriculum Course List. |
| ● | ● | ARTV 1441 - 3D Animation I | 4 | |
| ● | ● | ARTV 1402 - Introduction to Technical Animation and Rendering | 4 | |
| ● | ● | ARTV 1473 - Drawing for Animation | 4 | |
| | | | 15 | **Program Semester Hours / Meet with your advisor** |
| | | **Semester 2** | | |
| ● | ● | ARTV 2451 - 3-D Animation II | 4 | Note: **Only offered in Spring semester.** Please plan prerequisites accordingly. Prerequisite(s): ARTV 1441 |
| ● | ● | ARTV 2455 - Character Rigging and Animation | 4 | Note: **Only offered in Spring semester.** Please plan prerequisites accordingly. Prerequisite(s): ARTV 1441 |
| | ● | ENGL 1301 - English Composition I | 3 | Prerequisite(s): TSI complete in reading and writing or exempt. |
| | | | 11 | **Program Semester Hours / Meet with your program advisor** |
| | | **Semester 3** | | |
| ● | ● | ARTV 1479 - 3D Animation Pre-Production | 4 | Note: **Only offered in Summer.** Please plan prerequisites accordingly. Prerequisite(s): ARTV 1441. |
| | ● | Mathematics | 3 | Note: Select from the appropriate section of the Core Curriculum Course List. Prerequisite(s): See Course Descriptions. |
| | | | 7 | **Program Semester Hours / Meet with your program advisor** |

| | | | | | |
|---|---|---|---|---|---|
| | | **Semester 4** | | | |
| ● | ● | ARTV 2377 - 3D Animation III | 3 | | Note: **Only offered in Fall semester.** Please plan perquisite courses accordingly. Prerequisite(s): ARTV 2451. |
| ● | ● | ARTV 1391 - Special Topics in Visual and Performing Arts | 3 | | Note: ARTV 1391 Topic: Advanced Character Rigging and Animation. **Only offered in Fall semester.** Please plan perquisite courses accordingly. Prerequisite(s): ARTV 2455. |
| | ● | Social and Behavioral Sciences | 3 | | Note: Select from the appropriate section of the Core Curriculum Course List. |
| | | | 9 | | **Program Semester Hours / Meet with your program advisor** |
| | | **Semester 5** | | | |
| ● | ● | ARTV 2378 - Game Animation | 3 | | Note: **Only offered in Spring.** Please plan prerequisite courses accordingly. Prerequisite(s): ARTV 1391 and ARTV 2377. |
| ● | ● | ARTV 2379 - 3D Animation IV | 3 | | Note: **Only offered in Spring.** Please plan prerequisite courses accordingly. Prerequisite(s): ARTV 2377. |
| ● | ● | MOTG 1475 - Introduction to Motion Graphics, Animation and Compositing | 4 | | |
| | ● | Language, Philosophy, and Culture **OR** Creative Arts | 3 | | Note: Select from the appropriate section of the Core Curriculum Course List. |
| | | | 13 | | **Program Semester Hours** |
| | | **Semester 6** | | | |
| ● | ● | ARTV 2271 - Portfolio Workshop | 2 | | Note: **Only offered in Summer semester.** Please plan prerequisites accordingly. Special approval required. Capstone course. |
| ● | ● | GAME 2359 - Game and Simulation Group Project | 3 | | Note: **Only offered in Summer semester.** Please plan prerequisites accordingly. Special approval required. **ACHIEVEMENT:** 3D Animation Level 2 Certificate **ACHIEVEMENT:** Associate of Applied Science degree in 3D Animation Specialization |
| | | | 5 | | **Program Semester Hours** |
| | | | | | |
| | | **Total Program Hours:** | 60 | | |

Please always check online at **catalog.austincc.edu** or meet with your academic or program advisor to ensure that you are viewing the latest and most accurate information.

## Career & Transfer Resources

ACC's Career and Transfer websites provide detailed, guided information on career exploration and transfer.
**www.austincc.edu/career**
**www.austincc.edu/transfer**

For further information regarding this specific program, please see the Career & Transfer Resources supplement provided in the next section of this Program Map.

**Program Map**

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## Career Information

**Common Job Titles**

Multimedia Artists and Animators (includes Modeler, Environment Artist, Surfacing Artist, or Game Artist).

Create special effects, animation, or other visual images using film, video, computers, or other electronic tools and media for use in products or creations, such as computer games, movies, music videos, feature animations and commercials. Create 3D models and surfaces using computers, or other electronic tools and media for use in computer games.

**Regional Labor Market Information**

Multimedia Artists and Animators: New workers generally start around $35,069. Normal pay for Multimedia Artists and Animators is $56,353 per year, while highly experienced workers can earn as much as $83,502. Over the last year, 37 companies have posted 211 jobs for Multimedia Artists and Animators in this region. There are currently 658 Multimedia Artists and Animators that are employed in Austin-Round Rock, TX.
Source: https://austincc.emsicc.com/careers/multimedia-artist-and-animator

**Career and labor market research tools** (see Quick Reference Guide at http://www.austincc.edu/career):
EMSI: https://austincc.emsicc.com/, Bureau of Labor Statistics: http://www.bls.gov/ooh/, O*NET: https://www.onetonline.org/

**Career Resources:** ACC's career services website provides information on career exploration and employment at http://www.austincc.edu/career. Students are encouraged to consult with their area of study advisor for additional career assistance. The above information is provided as a guide and reference tool for occupations related to this program. This is not a guarantee of job placement in any of these occupations after successful completion of an ACC program. The common job titles listed are representative titles and are provided for career research. These are not the only occupations possible in this area of study.

## Transfer Information

The Associate of Applied Science in 3D Animation Specialization prepares students to directly enter the workforce in the animation industry. A Bachelor of Applied Arts and Sciences (BAAS) is a degree option for students in AAS programs who want to transfer and complete a 4-year degree.

**Transfer Guides:** *The universities listed here do not constitute an ACC endorsement. Transfer course evaluations and determination of which courses will count toward a bachelor's degree are made by the receiving transfer institution.*

**Texas State University:** http://www.owls.txstate.edu/undergraduate-degrees/applied-arts-sciences.html
**Concordia University Texas:** http://www.concordia.edu/academics/college-of-business-and-communication/baas-in-business.html
**Texas A&M University - Central Texas:** https://www.tamuct.edu/degrees/undergraduate/business-management.html
**Texas Tech University:** https://www.depts.ttu.edu/universitystudies/prospective_students/baas.php

**Additional Transfer Resources:** ACC's transfer website provides information on additional colleges & universities: http://www.austincc.edu/transferguides. Students are encouraged to consult with a faculty advisor, area of study advisor, and/or their chosen transfer institution to ensure courses taken at ACC will apply toward their bachelor's degree program.