



21250 Stevens Creek Blvd.
Cupertino, CA 95014
408-864-5678
www.deanza.edu

Academic Year
2016 - 2017

Film/TV: Animation

Creative Arts Division
Bldg. A4, Room A47
408-864-8832

Counseling and Advising Center
Student and Community
Services Bldg., 2nd Fl.
408-864-5400

Please visit the Counseling Center to apply for degrees and for academic planning assistance.

A.A./A.S. Degree Requirements

1. Completion of all General Education (GE) requirements (31-42 quarter units) for the A.A./A.S. degree. GE units must be completed with a minimum 2.0 GPA ("C" average).
2. Completion of all major requirements. Each major course must be completed with a minimum "C" grade.
Major courses can also be used to satisfy GE requirements (except for Liberal Arts degrees).
Note: A maximum of 22 quarter units from other academic institutions may be applied toward the major.
3. Completion of a minimum of 90 degree-applicable quarter units (GE and major units included). All De Anza courses must be completed with a minimum 2.0 GPA ("C" average). All De Anza courses combined with courses transferred from other academic institutions must be completed with a minimum 2.0 GPA ("C" average).
Note: A minimum of 24 quarter units must be earned at De Anza College.

Major courses for certificates and degrees must be completed with a letter grade unless a particular course is only offered on a pass/no-pass basis.

Film/TV: Animation

A.A. Degree

The Film/TV: Animation A.A. degree provides a foundation for students interested in pursuing a career in the film, TV, game or Internet animation industries. Students are exposed to professional pre-production and production animation methods including storyboard design, character design, 2D hand drawn, 2D digital animation, 3D stop-motion and 3D computer animation. Students select electives that will help build skills for such specific career goals as 2D and 3D Animators, Illustrators, Storyboard Artists, Visual Development Artists and Background Artists.

Student Learning Outcomes - upon completion, students will be able to:

- apply basic animation principles to 2D and 3D characters and objects.
- apply principles of cinematic design to storyboards and environments.
- apply screenwriting fundamentals and sound design skills for creative storytelling.
- apply interdisciplinary skills to animation pre-production and production.
- identify and examine the history of the development of animation and contemporary practices in animation.

1. Meet the A.A./A.S. degree requirements.
2. Complete the following,

ARTS 4A	Beginning Drawing	4
ARTS 4C	Life Drawing	4
F/TV 1	Introduction to Cinematic Arts	4
F/TV 6A	Screenwriting Fundamentals for Film/Video I	4
F/TV 20	Beginning Video Production	4
F/TV 66A	Basic Techniques of Animation: 3D Media	3
F/TV 68A	Sound for Animation	3
F/TV 69A	Principles of Animation: 2D Media	3
F/TV 70A	The Storyboard and Visual Development for Animation	3
F/TV 75G	History of Animation (1900-Present)	4
F/TV 82A	Introduction to 3D Computer Animation	4

Complete a minimum of four (4) units:

ARTS 8	Two-Dimensional Design (4)	4
ARTS 10A	Three-Dimensional Design (4)	
ARTS 12	Design and Color (4)	
ARTS 14A	Watercolor Painting I (4)	
ARTS 15A	Acrylic Painting I (4)	
ARTS 37A	Sculpture (4)	
ARTS 53A	Introduction to Visual Technology (4)	
ARTS 53B	Introduction to Visual Technology II (4)	
ARTS 85	Graphic Design: Motion Graphics (4)	
CIS 14A	Visual Basic .NET Programming I (4.5)	
CIS 18A	Introduction to UNIX/LINUX (4.5)	
F/TV 2A	History of Cinema (1895-1950) (4)	
F/TV 2B	History of Cinema (1950-Present) (4)	
F/TV 2C	Contemporary World Cinema (4)	
F/TV 10	Introduction to Electronic Media (4)	
F/TV 12	Lighting for Film and Television (4)	
F/TV 63B	Audio Post Production (3)	
F/TV 72G	Animated Film Pre-Production Workshop (4)	
F/TV 72H	Animated Film Production Workshop (4)	
F/TV 72J	Animated Film Post-Production Workshop (4)	
F/TV 75K	Japanese Animation (4)	
PHTG 4	Introduction to Digital Photography (3)	
PHTG 57A	Commercial Lighting I (3)	
PHTG 58A	Photographic Photoshop I (3)	
THEA 80A	Theory and Technique of Acting for the Camera (4)	

Major	Film/TV: Animation	44
GE	General Education (31-42 units)	
Electives	Elective courses required when major units plus GE units total is less than 90	
	Total Units Required	90