WHAT IS THE COMPUTER ANIMATION PROGRAM?

People everywhere talk about the special effects seen in movies, TV shows and commercials. Animation has gone high-tech and SEDT prepares students for exciting careers in special FX, game development, and product design and visualization. Computer animation students learn to use state-of-the-art 3D animation software that is instrumental in creating today’s most popular animated feature films.

WHAT DOES MDC OFFER?

The Pathway to a Major in Computer Art Animation transfers to the BFA in computer animation or multimedia studies at any State of Florida university. This program enables students to develop creative and artistic skills in conjunction with advanced computer skills. Studies include use of computer animation software and evaluation of trends and standards in the animation industry.

WHERE CAN I WORK?

Computer Animation Artists work in motion picture and television studios, advertising agencies and design studios, software publishers, computer systems design firms and even on their own as freelance artists.

WHAT SKILLS WILL I LEARN?

- 3-D modeling
- Animation
- 3-D graphic design and illustration
- 3-D character, vehicles and scene creation
- Texturing
- Rigging
- Animation dynamics
### PROGRAM REQUIREMENTS

**GENERAL EDUCATION**

*Please refer to program of study for Course I.D.*

- Communications ........................................ 6 credits
- Oral Communications ................................... 3 credits
- Humanities ............................................. 6 credits
- Behavioral/Social Sciences .......................... 6 credits
- Natural Sciences ....................................... 6 credits
- Mathematics .......................................... 6 credits
- General Education Elective .......................... 3 credits
- Computer Competency ................................. 3 credits

Total Credits: **36**

**ELECTIVES (24 credits required)**

<table>
<thead>
<tr>
<th>COURSE I.D.</th>
<th>COURSE TITLE</th>
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<tbody>
<tr>
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<td>Adobe Illustrator Basic</td>
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<tr>
<td>GRA 2162C</td>
<td>Computer Animation 1</td>
<td>4</td>
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<tr>
<td>GRA 2168C</td>
<td>Computer Animation 2</td>
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<tr>
<td>GRA 2727</td>
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Total Credits: **14**

**DEGREE TOTAL: 60**

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### SUGGESTED SCHEDULE

#### FIRST SEMESTER

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Total Credits: **14**

#### SECOND SEMESTER

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Total Credits: **14**

#### SUMMER SEMESTER

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Total Credits: **6**

#### THIRD SEMESTER

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Total Credits: **13**

#### FOURTH SEMESTER

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Total Credits: **13**

**DEGREE TOTAL: 60**

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**ELECTIVES (24 credits required)**

- Course I.D. 1:
  - Course Title 1
  - Credits 1
- Course I.D. 2:
  - Course Title 2
  - Credits 2
- Course I.D. 3:
  - Course Title 3
  - Credits 3
- Course I.D. 4:
  - Course Title 4
  - Credits 4
- Course I.D. 5:
  - Course Title 5
  - Credits 5
- Course I.D. 6:
  - Course Title 6
  - Credits 6
- Course I.D. 7:
  - Course Title 7
  - Credits 7
- Course I.D. 8:
  - Course Title 8
  - Credits 8
- Course I.D. 9:
  - Course Title 9
  - Credits 9
- Course I.D. 10:
  - Course Title 10
  - Credits 10
- Course I.D. 11:
  - Course Title 11
  - Credits 11
- Course I.D. 12:
  - Course Title 12
  - Credits 12
- Course I.D. 13:
  - Course Title 13
  - Credits 13
- Course I.D. 14:
  - Course Title 14
  - Credits 14
- Course I.D. 15:
  - Course Title 15
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- Course I.D. 16:
  - Course Title 16
  - Credits 16
- Course I.D. 17:
  - Course Title 17
  - Credits 17
- Course I.D. 18:
  - Course Title 18
  - Credits 18
- Course I.D. 19:
  - Course Title 19
  - Credits 19
- Course I.D. 20:
  - Course Title 20
  - Credits 20
- Course I.D. 21:
  - Course Title 21
  - Credits 21
- Course I.D. 22:
  - Course Title 22
  - Credits 22
- Course I.D. 23:
  - Course Title 23
  - Credits 23
- Course I.D. 24:
  - Course Title 24
  - Credits 24

**DEGREE TOTAL: 60**