

DIGITAL ANIMATION CERTIFICATE: 175A

Total Credits: 32

Catalog Edition: 2021-2022

Program Description

This curriculum is designed to provide students with the skills necessary for junior or entry-level employment in the animation industry, or for transfer to another institution. Animation is widely used in broadcast media, gaming and simulation, motion graphics, web design, forensics, and medical technologies. As the animation industry grows so does the need for qualified professionals. Students in this program will explore animation concepts and gain hands-on experience using industry standard hardware and software and motion capture systems.

For more information, please visit <https://www.montgomerycollege.edu/academics/programs/graphic-design/graphic-design-with-digital-tools-certificate.html>

To view the Advising Worksheet, please visit <https://www.montgomerycollege.edu/documents/counseling-and-advising/advising-worksheets/current-catalog/175a.pdf>

(* The Digital Animation Certificate is the revised former Computer Graphics: Art and Animation Certificate.)

Program Outcomes

Upon completion of this program a student will be able to:

- Apply and incorporate the elements and principles of design within a digital graphic images and animation context.
- Demonstrate visual problem solving that employs appropriate technical skills and techniques.
- Demonstrate a basic knowledge of the history of digital art and animation.
- Use industry standard hardware and software to produce and manipulate digital images and animation.
- Develop a script and prepare a storyboard for 2-dimensional and 3-dimensional animation.
- Analyze and critique graphic images and animation.
- Develop a portfolio representative of the material and techniques studied, suitable for employment or transfer to another institution.

Program Advisors

Rockville

- John "Erik" Swanson, 240-567-7529,
John.Swanson@montgomerycollege.edu

2021-2022

Program Advising Guide

An Academic Reference Tool for Students

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Program Requirements

A suggested course sequence for full-time students follows. All students should review this advising guide and consult an advisor.

Program Requirements

ARTT 100 - Introduction to Drawing *3 semester hours*

ARTT 205 - Figure Drawing I *3 semester hours*

GDES 116 - Digital Tools for the Visual Arts *4 semester hours*

GDES 134 - Illustration I *3 semester hours*

GDES 140 - Introduction to Animation *4 semester hours*

GDES 216 - Illustrator for Vector Graphics *4 semester hours*

GDES 240 - Animation 2: 3-D Modeling *4 semester hours*

GDES 242 - Animation 3: Motion Capture and Character Development *4 semester hours*

TVRA 140 - Video Editing *3 semester hours*

Total Credit Hours: 32

Transfer Opportunities

Montgomery College has partnerships with multiple four-year institutions and the tools to help you transfer. To learn more, please visit <https://www.montgomerycollege.edu/transfer> or <http://artsys.usmd.edu>.

Get Involved at MC!

Employers and Transfer Institutions are looking for experience outside the classroom.

MC Student Clubs and Organizations: <https://www.montgomerycollege.edu/life-at-mc/student-life/>

Related Careers

Some require a Bachelor's degree.

Visual Development Artist, 2D Animator, 3D Character Animator, 3D Modeler, Texture Artist, Character Rigger, Visual Effects Artist, Technical Artist, 3D Lighting, Compositing, Renderer, Storyboard Artist, Previsualization

Career Services

Montgomery College offers a range of services to students and alumni to support the career planning process. To learn more, please visit <https://www.montgomerycollege.edu/career>

Career Coach

A valuable online search tool that will give you the opportunity to explore hundreds of potential careers or job possibilities in Maryland and the Washington D.C. metropolitan area. Get started today on your road to a new future and give it a try. For more information, please visit <https://montgomerycollege.emsicc.com>

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