Animation for Television, Film, and New Media - AAS

West Burlington Campus

The Animation for Television, Film, and New Media program
will prepare students to enter into a wide variety of careers
in computer generated animation for the information,
entertainment, gaming and film industries.
Students will use state-of-the-art technology in SCC's Animation
Lab located on the West Burlington campus.
The program will prepare students with instruction related
to the fundamentals of film, art, computers and new media
communications. Skills in storytelling, 3-D animation,
production, modeling, texturing, rendering and lighting, motion
graphics, stop motion, technical and character animation and
demo reels will be emphasized.
This broad-based instructional program will also feature training
in a number of industry-specific software applications, including
Toon Boom Harmony, Photoshop, Blender, Maya, 3DS Max,
ZBrush, Substance Painter, Premiere Pro and After Effects.

Instructor and Staff

Tyler Horn
Assistant Professor - Animation for Television, Film and New
Media
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Program Requirements

Fall Semester I		Credit
ANI-100	Art Foundation for Animation	3
ANI-110	Introduction to 3D	3
ANI-120	Introduction to Animation	3
ART-133	Drawing	3
ENG-105	Composition I	3
Semester Total..		15

Spring Semester I		Credit
ANI-111	Character Modeling and Sculpting	3
ANI-121	Character Animation 1	3
ANI-125	Story Development for Animation	3
ANI-150	Motion Graphics	3
ART-138	Figure Drawing	3
Semester Total..		15

Summer Semester I		Credit
ANI-901	Portfolio I	3
DRA-110	Introduction to Film	3
Semester Total..		6

Fall Semester II		Credit
ANI-212	Character Rigging	3
ANI-222	Character Animation 2	3
ANI-240	Team Animation I	3
ANI-251	VFX for Animation	3
MAT-712	Business Math	3
Semester Total..		15

Spring Semester II		Credit
ANI-902	Portfolio II	4
ANI-241	Team Animation II	5
MUS-306	Digital Music Production I	3
MUS-185	Class Piano I	1
ART-143	Painting	3
Semester Total..		16

Program Total.. 67