

Animation for Television, Film & New Media - AAS

Make a living from making art.

SCC's Animation for Television, Film and New Media program teaches you a broad base of skills in all the various facets of computer and stop motion animation. Use the latest software and hardware to bring your creations to life so you'll be ready to land a job in Information, Entertainment, Gaming and New Media industries.

SCC's new Animation for Television, Film and New Media program will prepare students to enter into a wide variety of careers in computer generated and stop motion animation for Information, Entertainment, Gaming and New Media industries.

Students will use state-of-the-art technology in SCC's all-new Animation Computer Lab and Stop Motion Lab located on the West Burlington campus.

Course competencies will include understanding 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 reel will be emphasized.

This broad-based instructional program will also feature training in a number of industry-specific software applications, including Photoshop, Illustrator, Maya, 3DS Max, Z Brush, Blender and Combustion.

Where will this take me?

3-D Modeler
Character Animator
Effects Animator
Filmmaker
Lighting & Rendering Artist
Web Developer
Stop-Motion Animator
Storyboard & Concept Artist
Technical Artist-Rigging
Video Game Designer

Instructor and Staff

Tyler Horn
Assistant Professor
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Southeastern Community College values diversity in all its forms. Please visit http://www.scciowa.edu/_resources/docs/scc-nondiscrimination-statement.pdf to view our nondiscrimination statement.

For more information about our graduation rates, the median debt of students who completed the program, and other important information, please visit SCC's financial aid website at <http://www.scciowa.edu/admissions/costaid/finaid/gainemp.aspx>

West Burlington Campus

Program Requirements

Fall Semester I		Credit
ANI-101	ANIMATION SOFTWARE I	3
ANI-106	INTRODUCTION TO ANIMATION	3
ANI-116	EXPLORING HUMAN MOVEMENT	3
ART-133	DRAWING	3
DRA-110	INTRODUCTION TO FILM	3
ENG-105	COMPOSITION I	3

Spring Semester I		Credit
ANI-102	ANIMATION SOFTWARE II	3
ANI-117	STORY FOR ANIMATION	3
ANI-210	INTERMEDIATE ANIMATION	5
ART-138	FIGURE DRAWING	3
ENG-221	CREATIVE WRITING <u>or</u>	3
LIT-209	FORMS OF LITERATURE: FILM ADAPTATION	3

Fall Semester II		Credit
ANI-103	ANIMATION SOFTWARE III	3
ANI-211	ADVANCED ANIMATION	5
ANI-118	DESIGN FOR ANIMATION	3
GRA-299	ELECTRONIC PORTFOLIO	3
MAT-110	MATH FOR LIBERAL ARTS	3

Spring Semester II		Credit
ANI-104	ANIMATION SOFTWARE IV	3
ANI-166	CAPSTONE AND DEMO REEL FOR ANIMATION	3
ART-143	PAINTING	3
ANI-932	INTERNSHIP <u>or</u>	4
ANI-941	ANIMATION STUDIO PRACTICUM	3

Program Total..... 64-65