

Recommended Sequence of Courses - Fall Start

Program of Study: 3D Modeling & Animation
Department: Digital Media
Coordinator: Mike Starkey and Clay Atchison
Effective: Fall 2014

Course offerings subject to change. Please consult current Schedule of Classes.

This document is for planning purposes only and is not a guarantee of course offerings

Course Number	Course Title	Units	Semester Offered	Prerequisites/Advisories	In Person	Online	Hybrid	Day	Evening	Weekend
First Semester (Fall)										
CS 74.11	Introduction To Digital Media	3.0	Fa, Sp		x					
CS 70.11A	Adobe Photoshop 1	3.0	Fa, Sp, Sum		x	x	x	x	x	
APTECH 43	Computer Modeling and Animation with 3D Studio Max	3.0	Fa, Sp, Sum		x			x	x	x
First Semester Unit Total:		9.0								
Second Semester (Spring)										
ART 5	Three Dimensional Design	3.0	Fa, Sp		x			x		
APTECH 63	3D Animation: Modeling and Rigging	4.0	Sp	APTECH 43	x				x	
	Restricted Electives (see Electives below)	3.0								
Second Semester Unit Total:		10.0								
Third Semester (Fall)										
APTECH 64	3D Animation: Visual Effects, Character Anim. & Compositing	4.0	Fa, Sp	APTECH 43	x				x	
CS 74.21A	Digital Video Post Production Techniques 1	1.5	Fa, Sp		x			x		
CS 74.21B	Digital Video Post Production Techniques 2	1.5	Fa, Sp	CS 74.21A	x			x		
	Restricted Electives (see Electives below)	3.0								
Third Semester Unit Total:		10.0								
Fourth Semester (Spring)										
APTECH 65	Advanced 3D Animation Workshop	4.0	Sp	APTECH 63 and APTECH 64	x				x	
Fourth Semester Unit Total:		4.0								
Electives										
GD 72	Principles of Screen Design	3.0	Fa, Sp	CS 70.11A		x				
ART 4	Principles of Color	3.0	Fa, Sp		x			x		
ART 12	Figure Drawing	3.0	Fa, Sp		x			x	x	
CS 70.11B	Adobe Photoshop 2	3.0	Fa, Sp, Sum	CS 70.11A	x	x			x	
CS 74.21C	Digital Video Post Production Techniques 3	3.0	Sp	CS 74.21B	x				x	
KCOMB 2.1	Beginning Judo	1.0	Fa, Sp		x			x	x	
THAR 10A	Introduction to Acting	3.0	Fa, Sp		x			x		
THAR 10B	Scene Study and Characterization	3.0	Fa, Sp	THAR 10A	x			x		

