

DIPLOMA

- Two years
- September start
- Bay St. George Campus

COURSES

| CODE | TITLE | Hrs/wk | | |
|-------------------|--|--------|----|----|
| | | Cr | Le | La |
| Semester 1 | | | | |
| CM2200 | Oral Communications | 2 | 2 | 0 |
| VA1100 | Introduction to Drawing I | 3 | 3 | 0 |
| MM2500 | Computer Graphics I | 3 | 2 | 2 |
| VA1350 | Animation 3D Modelling | 3 | 2 | 2 |
| VA3200 | Introduction to Classical Animation Techniques | 3 | 2 | 3 |
| MM2610 | Introduction to 3D Animation | 4 | 3 | 2 |
| MM1810 | Storytelling and Animatic Design | 4 | 3 | 2 |

| CODE | TITLE | Hrs/wk | | |
|-------------------|--|--------|----|----|
| | | Cr | Le | La |
| Semester 2 | | | | |
| MM2660 | 3D Character Modelling | 4 | 3 | 2 |
| MM2550 | 3D Texture and Digital Paint | 4 | 3 | 2 |
| CM1560 | Writing from Original Sources | 3 | 3 | 0 |
| MM1300 | Media Acquisition Digitizing and Editing | 2 | 1 | 2 |
| MM2300 | Digital Audio Techniques | 3 | 2 | 2 |
| VA1150 | Animation Drawing I | 3 | 2 | 2 |
| VA3100 | Life Drawing I | 3 | 2 | 3 |

| CODE | TITLE | Hrs/wk | | |
|----------------------------------|--------------------------|--------|----|----|
| | | Cr | Le | La |
| Semester 3 (Intercession) | | | | |
| MM2760 | Animation Design Project | 4 | 2 | 20 |

Intercession course hours per week are doubled to accommodate the six-week period. Credit value is based on a fifteen-week semester.

| CODE | TITLE | Hrs/wk | | |
|-------------------|---------------------------|--------|----|----|
| | | Cr | Le | La |
| Semester 4 | | | | |
| MM2680 | 3D Character Animation | 5 | 3 | 6 |
| MM2310 | Digital Video Techniques | 3 | 2 | 2 |
| MM1950 | Workplace Professionalism | 3 | 3 | 0 |
| MM2600 | Computer Animation I | 3 | 2 | 2 |
| MM2700 | Multimedia Lab I | 2 | 1 | 2 |
| EP1100 | Entrepreneurial Studies I | 4 | 3 | 2 |

| CODE | TITLE | Hrs/wk | | |
|-------------------|--------------------------------|--------|----|----|
| | | Cr | Le | La |
| Semester 5 | | | | |
| VA3550 | Screening & Peer Critique | 3 | 2 | 3 |
| MM2750 | Special Topics | 3 | 2 | 2 |
| MM2710 | Multimedia Lab II | 1 | 0 | 2 |
| CP4470 | Emerging Trends in Industry | 3 | 2 | 2 |
| MM2830 | 3D Post-Production & Visual FX | 4 | 3 | 2 |
| MM2850 | Digital Compositing | 4 | 3 | 2 |
| MM2900 | Portfolio Development | 3 | 2 | 3 |

APPLIED ARTS

Digital Animation

The explosion of technological developments, together with possibilities within the global marketplace, have created a demand for individuals trained in the development of marketable 3-D animation products. The 3-D animation field encompasses the design, development, and production of educational and recreational products. It includes the video processing of still and animated images, the mixing, and incorporation of sound and/or narration, the scripting of text, and the generation of any desired interactive components within the application.

The primary focus of the 3-D Digital Animation program is on the design and development of quality entertainment resources. Media products such as TRANSFORMERS, RATATOUILLE, and 300 exemplify the type of end product. Additionally, 3-D digital animators engage in the development of simulator training applications. Students will also acquire the skills to develop content for delivery via the World Wide Web, film and video.

EMPLOYMENT OPPORTUNITIES

The future offers excellent potential for graduates of this program. It is projected that graduates will reasonably expect to obtain employment with related private sector firms, educational institutions, or in their own entrepreneurial ventures.

OBJECTIVES

1. To introduce students to the microcomputer and the peripheral devices used in a 3-D production environment.
2. To provide students with the knowledge and technical training required to design and develop 3-D animation products.
3. To introduce students to the principles of design and to provide training in the application of a 3-D animation package with an entertainment focus.
4. To assist students in the acquisition of the necessary knowledge, skills, and techniques for the marketing of a 3-D animation product.
5. To assist students in the development of the appropriate attitudes, behaviours, and work habits for employment in the field.

ENTRANCE REQUIREMENTS

Comprehensive Arts and Science Certificate (College Transition program),

OR

A Provincial High School Graduation Certification with a 60% average in nine level 3000 credits or equivalent,

OR

Grade XI Public Examination pass with a 60% average or equivalent,

OR

Adult Basic Education (Level III) Graduation indicating completion of the General or Academic Stream with an average passmark of 60%,

OR

Adult Basic Education (Level III) Graduation with General College Profile (or Business-Related College Profile or Degree and Technical Profile) with an average pass mark of 60%,

OR

Persons 19 years of age or older who do not meet the educational prerequisite may be considered on an individual basis under the Mature Student Clause.

