

## DIPLOMA

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

### COURSES

CODE	TITLE	Hrs/wk		
		Cr	Le	La
<b>Semester 1</b>				
CM2200	Oral Communications	2	2	0
VA1100	Introduction to Drawing I	3	3	0
MM2500	Computer Graphics I (2D)	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
<b>Semester 2</b>				
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
<b>Semester 3 (Intersession)</b>				
MM2760	Animation Design Project	4	2	20

The Course and Lab hours per week are based on a 15 week semester. In intersession, the Course and Lab hours will be adjusted to reflect the shorter semester length. Refer to course outline.

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

CODE	TITLE	Hrs/wk		
		Cr	Le	La
<b>Semester 5</b>				
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

#### 1. High School

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

#### 2. Comprehensive Arts and Science (CAS) Transition

Comprehensive Arts and Science (Transition) Certificate

#### 3. Adult Basic Education (ABE)

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%

#### 4. Mature Student Status

Applicants who do not meet the educational prerequisites for this program, are 19 years of age or older, and have been out of school for at least one year may be considered on an individual basis under the Mature Student Clause

