

# ANIMATION AND MULTIMEDIA CERTIFICATE

30 Semester Credit Hours; Curriculum: 0371

Code	Title	Hours
<b>Courses for a Certificate</b>		
ART 216	Introduction to Digital Imaging	3
ART 224	Introduction to Graphic Design	3
ART 259	Introduction to Web Design	3
ART 260	Introduction to 3D Animation and Multimedia	3
ART 261	Advanced 3D Animation and Multimedia	3
or ART 270	3D Illustration	
ART 262	Introduction to Sound Design	3
ART 263	Introduction to Motion Graphics	3
ART 268	Digital 2D Animation and Multimedia	3
GRD 252	Animation and Multimedia Practicum	3
Select one of the following:		3
ART 250	Introduction to Computer Art	
ART 271	Advanced Multimedia Authoring	
ART 274	Game Modeling and Character Development	
ART 275	Game Systems and Design	
GRD 250	Introduction to Video Production	
HUM 160	Introduction to Film	
Elective: contact an academic advisor for a list of acceptable courses		
<b>Total Hours</b>		<b>30</b>

## Animation and Multimedia Certificate Pathway

The following Pathway is recommended for students pursuing the Animation and Multimedia Certificate.

First Year		Hours
<b>Semester One</b>		
ART 216	Introduction to Digital Imaging	3
ART 224	Introduction to Graphic Design	3
ART 259	Introduction to Web Design	3
ART 268	Digital 2D Animation and Multimedia	3
ART 260	Introduction to 3D Animation and Multimedia	3
		<b>15</b>
<b>Semester Two</b>		
ART 262	Introduction to Sound Design	3
ART 263	Introduction to Motion Graphics	3
ART 261	Advanced 3D Animation and Multimedia	3
or ART 270	or 3D Illustration	
Select one of the following:		3
ART 250	Introduction to Computer Art	
ART 274	Game Modeling and Character Development	
GRD 250	Introduction to Video Production	
GRD 225	Introduction to Digital Content Creation and Streaming Media	
HUM 160	Introduction to Film	

GRD 252	Animation and Multimedia Practicum	3
<b>Hours</b>		<b>15</b>
<b>Total Hours</b>		<b>30</b>

**Note:** Pathway is a recommended sequence of courses. Part-time students should contact the program coordinator to discuss a part-time pathway as well as course prerequisites and recommendations.

## Program Learning Outcomes

1. Demonstrate understanding of the fundamentals of design principles and formats, as they relate to animation and multimedia.
2. Use the basic tools and techniques of animation and multimedia, including software and special hardware.
3. Create a portfolio of animation/multimedia projects to demonstrate acquisition of the necessary skills.