



CURRICULUM GUIDE 2024-2025

ANIMATION AND 3D MODELING

Certificate of Achievement in Animation and 3D Modeling

INTEREST AREA: ARTS AND CREATIVE INDUSTRIES

The Animation and 3D Modeling Certificate of Achievement introduces students to fundamental skills needed for entry-level positions in the digital 3D modeling and animation industries including game design, motion graphics, cinematic production, education, simulation, forensics, and medical technologies. Emphasis is placed on developing creative thinking and problem-solving skills and hands-on experience using industry-standard software.

Requirements for Certificate of Achievement

- a) Complete Major Field courses.
- b) Complete at least six units at Ohlone College.
- c) Maintain a 2.0 grade point average in Major Field courses.

Student Learning Outcomes

1. Employ industry standard software tools and processes to create high quality models including characters, props, and environments.
2. Conceptualize, design, and create 3D animations for a variety of applications including video/animation production and game design projects.
3. Communicate design concepts both clearly and effectively, and both orally and in writing.
4. Demonstrate the ability to work collaboratively within a creative team.

MAJOR FIELD

	Units
DAID-103 Introduction to Digital Media Arts	3.0
DAID-114 Storyboarding and Concept Development	3.0
DAID-115 2D Animation	3.0
DAID-122 3D Modeling	3.0
DAID-123 Textures for 3D	3.0
DAID-124 Digital Sculpting	3.0
DAID-125 3D Animation	3.0
DAID-126 Advanced 3D Modeling and Animation OR	3.0
DAID-127 3D Prototyping and 3D Printing	<u>(3.0)</u>

Total Required Units: 24.0