Animation & Game Art

Also see Video Production

Program Options:
AAS – Animation & Game Art
Certificate Level 1 – Animation & Game Art
Certificate Level 3 – ESC – Advanced Animation & Game Art Production

For over twenty years, the Communication Design department (formerly Applied Graphic Design Technology) at Collin has offered industry-standard education in the creative service fields of animation, digital video, graphic design, web and interactive design. All full-time faculty have industry experience and all associate faculty are practicing professionals. Current industry practices and standards are a central component of classroom instruction. There is an elective option for the most diligent students to earn credit through local industry internships. Guest speakers from industry are featured regularly.

The 3-D Animation Track emphasizes creative concept development and technical skills in the execution of 3-D animation and 3-D still imagery for advertising, industrial visualization, entertainment and corporate communication. The Game Art Track emphasizes concept development for games as well as 2-D and 3-D art and animation skills for the computer gaming industry. Students will also learn level design and the integration of high-end 3-D computer graphics with game engines in a group project environment.

Students planning to transfer to a college or university should check with Collin academic advisors. Also check the degree requirement of the intended transfer college prior to beginning this program to verify course degree applicability.

AAS – Animation & Game Art
60 credit hours

FIRST YEAR
First Semester
ARTC 1305 Basic Graphic Design
ARTC 1325 Introduction to Computer Graphics
ARTV 1345 3-D Modeling and Rendering I
ARTV 1371 Storyboard and Concept Development
ENGL 1301 Composition I
FLMC 1301 History of Animation Techniques

SECOND YEAR
First Semester
ARTC 1325 Digital Imaging I
ARTV 1341 3-D Animation I
FLMC 1331 Video Graphics and Visual Effects I
GAME 1303 Introduction to Game Design and Development
GEN ED Mathematics / Natural Sciences course

Certificate Level 1 – Animation & Game Art
42 credit hours

FIRST YEAR
First Semester
ARTV 1303 Basic Animation
ARTV 2345 3-D Modeling and Rendering II
GAME 2325 3-D Animation II – Character Set-Up
GEN ED Humanities / Fine Arts course
ARTV 1351 Digital Video
or
GAME 2359 Game and Simulation Group Project

Second Semester
ARTV 2335 Portfolio Development for Animation (Capstone)
ARTV 2351 3-D Animation II
GEN ED Social / Behavioral Sciences course
SPCH 1311 Introduction to Speech Communication
(See Speech Options)

AAS – Animation & Game Art
60 credit hours

FIRST YEAR
First Semester
ARTC 1305 Basic Graphic Design
ARTC 1325 Introduction to Computer Graphics
ARTV 1345 3-D Modeling and Rendering I
ARTV 1371 Storyboard and Concept Development
ENGL 1301 Composition I
FLMC 1301 History of Animation Techniques

Second Semester
ARTC 1302 Digital Imaging I
ARTV 1303 Basic Animation
ARTV 1341 3-D Animation I
FLMC 1331 Video Graphics and Visual Effects I
GAME 1303 Introduction to Game Design and Development
**SECOND YEAR**

**First Semester**
- **ARTV 2345**  3-D Modeling and Rendering II
- **GAME 2325**  3-D Animation II – Character Set-Up
- **ARTV 1351**  Digital Video
  or
- **GAME 2359**  Game and Simulation Group Project

**Second Semester**
- **ARTV 2335**  Portfolio Development for Animation (Capstone)
- **ARTV 2351**  3-D Animation II

**Certificate Level 3: ESC – Advanced Animation & Game Art Production**

12 credit hours

- **ARTV 2371**  Advanced Skill Development for Animation and Games
- **FLMC 2331**  Video Graphics and Visual Effects II

**ELECTIVE * **

* Prior to being admitted into this award, the student must have earned an AAS in Animation & Game Art, Graphic Design, or Video Production. Please contact the Associate Dean for additional information.

* Elective (6 credit hours): ARTC-2305, GAME-2309, GAME-2336, GAME-2341, MUSC-132