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Cupertino, CA 95014  
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Academic Year  
**2014 - 2015**

## Film/TV: Animation

Creative Arts Division  
Bldg. A4  
408-864-8832

Counseling Center  
Student and Community  
Services Bldg. 2nd Fl.  
408-864-5400

Career Services Info.  
Student and Community  
Services Bldg. 2nd Fl.  
408-864-5400

Please visit the Counseling Center to apply for certificates and degrees, and for academic planning assistance.

### A.A./A.S. Degree Requirements

1. Completion of all General Education (GE) requirements (31-42 quarter units) for the A.A./A.S. degree. GE units must be completed with a minimum 2.0 GPA ("C" average).
2. Completion of all major requirements. Each major course must be completed with a minimum "C" grade. Major courses can also be used to satisfy GE requirements (except for Liberal Arts degrees).  
Note: A maximum of 22 quarter units from other academic institutions may be applied toward the major.
3. Completion of a minimum of 90 degree-applicable quarter units (GE and major units included). All De Anza courses must be completed with a minimum 2.0 GPA ("C" average). All De Anza courses combined with courses transferred from other academic institutions must be completed with a minimum 2.0 GPA ("C" average).  
Note: A minimum of 24 quarter units must be earned at De Anza College.

Major courses for certificates and degrees must be completed with a letter grade unless a particular course is only offered on a pass/no-pass basis.

## Film/TV: Animation

### A.A. Degree

The Film/TV: Animation A.A. Degree provides a foundation for students interested in pursuing a career in the film, TV, game or Internet animation industries. Students are exposed to professional pre-production and production animation methods including storyboard design, character design, 2D hand drawn, 2D digital animation, 3D stop-motion and 3D computer animation. Students select electives that will help build skills for such specific career goals as 2D and 3D Animators, Illustrators, Storyboard Artists, Visual Development Artists and Background Artists.

Student Learning Outcomes - upon completion, students will be able to:

- apply basic animation principles to 2D and 3D characters and objects.
- apply principles of cinematic design to storyboards and environments.
- apply screenwriting fundamentals and sound design skills for creative storytelling.
- apply interdisciplinary skills to animation pre-production and production.
- identify and examine the history of the development of animation and contemporary practices in animation.

1. Meet the A.A./A.S. degree requirements.

2. Complete the following:

ARTS 4A	Beginning Drawing	3
ARTS 4C	Life Drawing	3
F/TV 1	Introduction to Film	4
F/TV 20	Basic Digital Film/Video Production	4
F/TV 60A	Screenwriting Fundamentals for Film/Video I	4

F/TV 66A	Basic Techniques of Animation: 3D Media	3
F/TV 68A	Sound for Animation	3
F/TV 69A	Animation Principles: 2D Media	3
F/TV 70A	The Storyboard and Visual Development for Animation	3
F/TV 82A	Introduction to 3D Computer Animation	3
F/TV 75G	History of Animation (1900-Present)	4

Complete a minimum of 15 units from the following:

F/TV 2A	History of Cinema (1895-1950)	4
F/TV 2B	History of Cinema (1950-Present)	4
F/TV 2C	Contemporary World Cinema	4
F/TV 10	Introduction to Electronic Media	4
F/TV 41	Film Genres	4
F/TV 62	Lighting for Film and Television	4
F/TV 63A	Location Recording and Sound Design	3
F/TV 75K	Japanese Animation	4
F/TV 85	Motion Graphics	3
ARTS 8	Two-Dimensional Design	3
ARTS 10A	Three-Dimensional Design	3
ARTS 12	Design and Color	3
ARTS 14A	Watercolor Painting I	3
ARTS 15A	Acrylic Painting I	3
ARTS 37A	Sculpture	3
ARTS 53A	Introduction to Visual Technology	3
ARTS 53B	Introduction to Visual Technology II	3
ARTS 83A	Digital Imaging Software	4
ARTS 114A	Web Graphics/Animation Software (Flash)	3
CIS 14A	Visual Basic .NET Programming I	4.5
CIS 15AG	Introduction to Computer Programming Using C	4.5
CIS 18A	Introduction to UNIX/LINUX	4.5
PHTG 4	Introduction to Digital Photography	3
PHTG 57A	Commercial Lighting I	3
PHTG 58A	Photographic Photoshop I	3

Major	Film/TV: Animation	52 units
GE	General Education (31-42 units)	
Electives	Elective courses req'd when major units plus GE units total is less than 90	
	Total Units Required . . . . .	90 units