



## 1. Catalog description of the program (program goals and objective)

De Anza College's Animation program is one of the most comprehensive in Northern California. The program offers students a solid foundation in traditional and computerized animation, as well as animation history, theory, and criticism. De Anza College's Animation program is part of the Film/Television Department and encourages students to also pursue course work in live action film and video production and film history. The program prepares individuals for a wide array of employment opportunities in developing feature films, commercials, computer games, scientific simulations, and multimedia applications. De Anza's Animation program was conceived to give students a foundation in the principles of figure drawing, stop-motion camera technique, storyboarding, sound design, and 2 and 3D animation software applications. This program serves the needs of individuals who are preparing for a first career, as well as those current employed or wishing to reenter the workforce in the animation and multimedia design fields.

In addition to comprehensive preparation in traditional and computerized animation production techniques, De Anza's Animation program offers a certificate in Animation History and Criticism. This program was designed to give Animation Production and Film Studies students more comprehensive understanding and historical context for their work, including the significant artists and works from Hollywood and global animation movements. As a result of faculty members' active participation in national and international conferences and organizations, students also have an opportunity to take master classes and seminars from world-renowned, professional animators.

## 2. Certificate and degree programs offered (title and units)

### Film/Television Production: Animation

Certificate of Achievement – **Animation Production** – 26 units

Certificate of Achievement – **Animation History and Criticism** – 24-25 units

Certificate of Achievement-Advanced – **Computer Animation** – 60 units

Certificate of Achievement-Advanced – **Film/Television Production: Animation Emphasis** – 50 units

A.A. Degree – **Film/Television Production: Animation Emphasis** – 50 plus General Education

### **3. Program-level Student Learning Outcomes**

### **4. Data on certificate and degree awards for previous year (2009-10)**

Certificates of Achievement

Animation History and Criticism – 3

Animation Production – 4

Certificates of Achievement-Advanced  
*formerly Certificates of Proficiency*

Computer Animation – 2

Associate in Arts degrees

Film/Television Production: Animation Emphasis – 5

### **5. Regional and State Labor Market Data**

Employment opportunities for De Anza Animation program graduates exist in production studios, game design companies, and multimedia applications developers throughout the greater Bay Area. According to the California Employment Development Department’s Labor Market Information data for the San Jose-Sunnyvale-Santa Clara MSA, there are projected to be 20 annual openings for multimedia artists and animators over the period 2006-2016. However, the size of the labor market for multimedia artists and animators is considerably larger for the adjacent San Francisco-San Mateo-Redwood City MSA, with projections for 170 openings annually. The statewide employment projections for animators and multimedia artists are also expected to grow, with 790 annual openings throughout California for the period 2008-2018. It should also be noted that the actual number of employment opportunities for individuals with animation and multimedia design education is not fully captured within the narrow definitions of the job category. A significant number of employment opportunities exist in emerging sectors under nomenclature that does not conform to the “official” titles.

### **6. Areas for new course and/or program development**

### **7. Recommendations of Advisory Committee (retain or delete program)**

