



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

A.A./A.S. Degree Requirements

1. Completion of all General Education (GE) requirements (32-43 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 courses with a "C" grade or higher, or with a "Pass" if the course was taken on a Pass/No Pass (P/NP) basis and the "Pass" is equal to a "C" grade or higher. 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.

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, 2-D hand drawn, 2-D digital animation, 3-D stop-motion and 3-D computer animation. Students select electives that will help build skills for such specific career goals as 2-D and 3-D 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 2-D and 3-D 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	4
ARTS 4C	Life Drawing	4
F/TV 1	Introduction to Cinematic Arts	4
or F/TV 1H	Introduction to Cinematic Arts - HONORS	4

F/TV 6A	Screenwriting Fundamentals for Film/Video I	4
F/TV 20	Beginning Video Production	4
F/TV 66A	Basic Techniques of Animation: 3D Media	3
F/TV 68A	Sound for Animation	3
F/TV 69A	Principles of Animation: 2D Media	3
F/TV 70A	The Storyboard and Visual Development for Animation	3
F/TV 71G	Introduction to 3D Computer Animation: Modeling	4
F/TV 71H	Introduction to 3D Computer Animation: Character Motion	4
F/TV 75G	History of Animation (1900-Present)	4

Complete a minimum of four (4) units: 4

ARTS 8	Two-Dimensional Design (4)	
ARTS 10A	Three-Dimensional Design (4)	
ARTS 12	Design and Color (4)	
ARTS 14A	Watercolor Painting I (4)	
ARTS 15A	Acrylic Painting I (4)	
ARTS 37A	Sculpture (4)	
ARTS 53	Introduction to Visual Technology (4)	
ARTS 54	Visual Technology II (4)	
CIS 14A	Visual Basic .NET Programming I (4.5)	
CIS 18A	Introduction to Unix/Linux (4.5)	
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 29	Lighting for Film and Television (4)	
F/TV 31	Audio Post Production (3)	
F/TV 56A	Introduction to Visual Effects and Color Grading (4)	
F/TV 72G	Animated Film Pre-Production Workshop (4)	
F/TV 72H	Animated Film Production Workshop (4)	
F/TV 72J	Animated Film Post-Production Workshop (4)	
F/TV 75K	Japanese Animation (4)	
PHTG 4	Introduction to Digital Photography (3)	
PHTG 57A	Commercial Lighting I (3)	
PHTG 58A	Photographic Photoshop I (3)	
THEA 80A	Theory and Technique of Acting for the Camera (4)	

<i>Major</i>	<i>Film/TV: Animation</i>	48
<i>GE</i>	<i>General Education (32-43 units)</i>	
<i>Electives</i>	<i>Elective courses required when major units plus GE units total is less than 90</i>	
	Total Units Required	90