3D Animation, Graduate Certificate

3D animation is not only a major component in the film and broadcast industries, it is also a crucial element in online entertainment and a driving force for the gaming industry. Companies use animation in advertisements, websites, and training programs. The growing use of gaming technologies in education and industry (often referred to as serious games) has given rise to a need for skilled animators who can work closely with business and academic institutions.

The Graduate Certificate in 3D Animation offers a practice-oriented approach to the art and science of animation, with a particular emphasis on the special requirements of 3D modeling and animating for the gaming industry. Course work is designed to develop students' powers of visualization as well as provide a conceptual basis for visual narrative. The program seeks to produce graduates who are skilled in the use of industry-standard animation applications; understand visual principles of lighting, modeling, and surfacing; and are conversant with motion and special effects compositing.

Program Requirements

- Concentrations and course offerings may vary by campus and/or by program modality. Please consult with your advisor or admissions coach for the course availability each term at your campus or within your program modality.
- Certain options within the program may be *required* at certain campuses or for certain program modalities. Please consult with your advisor or admissions coach for requirements at your campus or for your program modality.

Complete all courses and requirements listed below unless otherwise indicated.

Required Courses

Code	Title	Hours
DGM 6450	Animation Basics	4
DGM 6510	3D Modeling	4
DGM 6530	Character Animation	4
Elective Courses		
Code	Title	Hours
Complete a minimum of for	ur quarter hours from the following:	4
Complete a minimum of for DGM 6515	ur quarter hours from the following: Introduction to After Effects	

Program Credit/GPA Requirements

16 quarter hours required Minimum 3.000 GPA required