

## Computer Animation CERTIFICATE

### Program Overview

The Computer Animation Certificate is intended to give students the skills needed to work as a digital animator. The classes required for this certificate will have students learning the

most up-to-date animation and video software packages including Blender, Flash, Premiere Pro, After Effects and other applications. Intensive hands-on participation will be stressed in creating 3D models, animations, and scenes. Emphasis is placed on practical, real-world application of their skills. Upon certificate completion, students will have multiple short animation projects suitable for a portfolio or demo reel.

### Career Opportunities

Many career opportunities exist in the computer animation field, particularly for individuals with extensive portfolios. Jobs exist in the video game industry, web design and advertising focused on emerging technologies. Many computer animators begin their career as self-employed, freelancers, in order to expand their personal portfolio.

### Program Outcomes

1. Graduates will design multiple mesh models within 3D environment.
2. Graduates will apply industry standard techniques of lighting, texturing and animation to mesh models within a 3D environment.
3. Graduates will animate characters utilizing lip sync, forward kinematics, inverse kinematics and other industry standard practices.

### Program Faculty

Darren Pearson  
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### Course Offering Options

This program can be completed by using a combination of day, evening, and Saturday courses. Part-time and full-time options are available.

### Recommended Equipment

Digital Camera, USB Drive, Adobe Software

### Program Requirements

Check off when completed

| Course   | Cr        |
|--|-----------|
| <input type="checkbox"/> DGIM 1490 3D Animation Fundamentals . . . . . | 4         |
| <input type="checkbox"/> DGIM 2520 3D Character Animation . . . . .    | 4         |
| <input type="checkbox"/> DGIM 2587 Digital Video 1 . . . . .           | 2         |
| <input type="checkbox"/> DGIM 2588 Digital Video 2 . . . . .           | 2         |
| <input type="checkbox"/> DGIM 2704 3D Animation Capstone . . . . .     | 4         |
| <input type="checkbox"/> DGIM XXXX . . . . .                           | 2         |
| (Select any 2 credits in DGIM not already required for this program)   |           |
| <b>Total Program Credits . . . . .</b>                                 | <b>18</b> |

### Program Start Dates

Fall

### Course Sequence

The following course sequence is recommended; however, this sequence is not required. Contact the Program Faculty with questions.

#### First Semester

|  |          |
|--|----------|
| DGIM 1490 3D Animation Fundamentals (fall only) . . . . .            | 4        |
| DGIM XXXX . . . . .  | 2        |
| (Select any 2 credits in DGIM not already required for this program) |          |
| <b>Total Semester Credits . . . . .</b>                              | <b>6</b> |

#### Second Semester

|  |          |
|--|----------|
| DGIM 2520 3D Character Animation . . . . . | 4        |
| DGIM 2587 Digital Video 1 . . . . .        | 2        |
| DGIM 2588 Digital Video 2 . . . . .        | 2        |
| <b>Total Semester Credits . . . . .</b>    | <b>8</b> |

#### Third Semester

|   |          |
|---|----------|
| DGIM 2704 3D Animation Capstone . . . . . | 4        |
| <b>Total Semester Credits . . . . .</b>   | <b>4</b> |

**Total Program Credits . . . . . 18**

### Minimum Program Entry Requirements

Students entering this program must meet the following minimum program entry requirements:

**Reading:** Score of 225+

**Arithmetic:** Score of 200+

#### Assessment Results and Prerequisites:

Students admitted into Saint Paul College programs may need to complete additional courses based on assessment results and course prerequisite requirements. Certain MATH, READ, and ENGL courses have additional prerequisites.

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*Information is subject to change.  
This Program Requirements Guide is not a contract.*