

# DIGITAL ANIMATION\* CERTIFICATE: 175A

Total Credits: 32  
Catalog Editions 16-17 through 19-20

Name:

Date:

ID #:

CERTIFICATE REQUIREMENTS	Course	Hours	Grade
	AR 101/ <b>ARTT 100</b>	3	
	AR 115/ <b>ARTT 205</b>	3	
	GD 116/ <b>GDES 116</b>	4	
	GD 134/ <b>GDES 134</b>	3	
	GD 140/ <b>GDES 140</b>	4	
	GD 216/ <b>GDES 216</b>	4	
	GD 240/ <b>GDES 240</b>	4	
	GD 242/ <b>GDES 242</b>	4	
	TR 110/ <b>TVRA 140</b>	3	

**Overall GPA of 2.0 is required to graduate**

Total Credits:

*This curriculum is designed to provide students with the skills necessary for junior or entry-level employment in the animation industry, or for transfer to another institution. Animation is widely used in broadcast media, gaming and simulation, motion graphics, web design, forensics, and medical technologies. As the animation industry grows so does the need for qualified professionals. Students in this program will explore animation concepts and gain hands-on experience using industry standard hardware and software and motion capture systems.*

[Digital Animation Website](#)

Last Modified: May 2019

(\* The Digital Animation Certificate is the revised former Computer Graphics: Art and Animation Certificate.)

Advising Worksheet Contact:  
[Anthony Solano](#)

See an [advisor](#) to submit an [Application for Graduation](#) the semester BEFORE you intend to graduate.

**This UNOFFICIAL document is for planning purposes ONLY and completion does not guarantee graduation.**

This certificate is a career program and may not readily transfer to four year colleges/universities (except in special cases.) Visit [transfer planning](#) for more information.