

RECOMMENDED SEQUENCE FOR GCOM CERTIFICATES

GAME DESIGN • 3D ANIMATION AND MODELING

The Graphic Communication Department offers two areas of emphasis in the Animation Program:

3D Animation and Modeling Certificate (12 units) and the **Game Design Certificate of Achievement** (21 units).

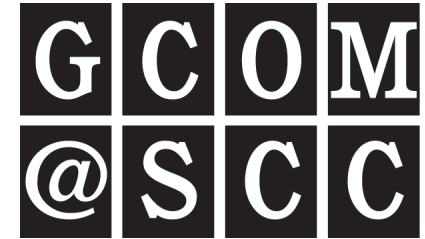
Both lead to a 30-unit AS Degree & Career Certificate in Graphic Communication.

Both disciplines offer students an opportunity to demonstrate the 12 principles of animation and how to apply them in a 2D and 3D environment, using industry standard software such as Modo, Maya, PT Gui, 3Ds Studio Max, and Lightwave.

The 3D Animation and Modeling coursework teaches linear story telling, character development, and modeling and rigging of 3 dimensional characters/objects. In Game Design, students will learn interactive story telling, game theory, and modeling and rigging of 3 dimensional characters/objects.

After earning a Certificate in 3D Animation and Modeling or Game Design, students can transfer to a four-year college or art school in film or animation, start an internship in the field, or possibly gain employment working with 3D graphics, animation, or video game design and development.

Bold course names are required for certificate; Plain course names are suggestions to complete A.S. Degree, plus other related courses.



**GRAPHIC COMMUNICATION
SACRAMENTO CITY COLLEGE**

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GAME DESIGN CERTIFICATE OF ACHIEVEMENT - 21 UNITS (BOLD COURSES)

1st semester

GCOM 400 Intro to Principles of Animation
GCOM 420 Video Game Design
GCOM 330 Digital Imaging 1

ART 300 Elementary Drawing
& Composition

2nd semester

GCOM 401 Intro to Computer Animation
GCOM 402 Beginning 3D Modeling
and Rigging

GCOM 332 Digital Imaging 3
GCOM 340 Digital Illustration for
Graphic Design 1

3rd semester

GCOM 424 Video Game Art

ART 304 Figure Drawing and Composition
ART 370 Three Dimensional Design

4th semester

GCOM 426 Video Game Level Design

GCOM 390 Motion Design 1

3D ANIMATION AND MODELING CERTIFICATE - 12 UNITS (BOLD COURSES)

1st semester

GCOM 400 Intro to Principles of Animation

GCOM 330 Digital Imaging 1
GCOM 360 Intro to Web and
Interactive Technologies

ART 300 Elementary Drawing
& Composition

2nd semester

GCOM 401 Intro to Computer Animation

GCOM 332 Digital Imaging 3
GCOM 340 Digital Illustration for
Graphic Design 1

ART 304 Figure Drawing & Composition

3rd semester

GCOM 402 Beginning Modeling & Rigging

GCOM 341 Digital Illustration for
Graphic Design 2
ART 370 Three Dimensional Design

TA 331 - Film Making

4th semester

GCOM 410 Advanced Character Animation

GCOM 390 Motion Design 1
TA 333 Film Editing with Final Cut Pro

SUGGESTED GENERAL EDUCATION AND OTHER RECOMMENDED COURSEWORK:

ENGCW 400 Creative Writing
BIOL 100 Introduction to Concepts of Human Anatomy and Physiology
PHYS 310 Conceptual Physics
TA 310 Introduction to Film (Same as ENGLT 400)
TA 331 Film Making

TA 339 Screenwriting
TA 342 Introduction to Acting
TA 422 Stage Lighting
MUSM 340 Introduction To Desktop Audio
MUSM 356 Pro Tools 101, Introduction to Pro Tool