



21250 Stevens Creek Blvd.  
Cupertino, CA 95014  
408-864-5678  
www.deanza.edu

Academic Year  
**2019 - 2020**

# Film/TV: Animation

Creative Arts Division  
Bldg. A4, Room A47  
408-864-8832

Counseling and Advising Center  
Student and Community  
Services Bldg., 2nd Fl.  
408-864-5400

Please visit the Counseling and Advising 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, 2D hand drawn, 2D digital animation, 3D stop-motion and 3D computer animation. Students select electives that will help build skills for such specific career goals as 2D and 3D animators, illustrators, storyboard artists, visual development artists and background artists.

*Program Learning Outcomes - upon completion, students will be able to:*

- Apply basic animation principles to 2D and 3D 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 20	Beginning Video Production	4
F/TV 66A	Basic Techniques of Animation: Stop Motion	3
F/TV 67A	Principles of Animation: 2D Media	4
F/TV 68A	Sound for Animation	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 one course: 3-4

ARTS 54	Visual Technology II (4)
PHTG 58A	Photographic Photoshop I (3)

### Complete one course: 4

F/TV 6A	Screenwriting Fundamentals for Film/Video I (4)
F/TV 72G	Animated Film Pre-Production Workshop (4)

**Complete a minimum of four units below or from above  
(not already taken):**

**4**

- ARTS 8 Two-Dimensional Design (4)
- ARTS 10A Three-Dimensional Design (4)
- ARTS 12 Design and Color (4)
- ARTS 15A Acrylic Painting I (4)
- ARTS 16A Oil Painting I (4)
- ARTS 85 Graphic Design: Motion Graphics (4)
- F/TV 1 Introduction to Cinematic Arts (4)
- or F/TV 1H Introduction to Cinematic Arts - HONORS (4)
- F/TV 2A History of Cinema (1895-1950) (4)
- or F/TV 2AH History of Cinema (1895-1950) - HONORS (4)
- F/TV 2B History of Cinema (1950-Present) (4)
- or F/TV 2BH History of Cinema  
(1950-Present) - HONORS (4)
- F/TV 2C Contemporary World Cinema (4)
- or F/TV 2CH Contemporary World Cinema - HONORS (4)
- F/TV 10 Introduction to Electronic Media (4)
- or F/TV 10H Introduction to Electronic  
Media - HONORS (4)
- F/TV 27 Nonlinear Editing (4)
- F/TV 29 Lighting for Film and Television (4)
- F/TV 30 Location Recording and Sound Design (3)
- F/TV 31 Audio Post Production (3)
- F/TV 56A Introduction to Visual Effects  
and Color Grading (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)
- THEA 80A Theory and Technique of Acting  
for the Camera (4)

*Major Film/TV: Animation 48-49*

*GE General Education (32-43 units)*

*Electives Elective courses required when major  
units plus GE units total is less than 90*

**Total Units Required .....90**