



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

Academic Year
2022 - 2023

Film/TV: Animation

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

Find your counselor at
deanza.edu/our-counselors

Please visit the Counseling and Advising Center to apply for degrees and for academic planning assistance.

Certificate of Achievement Requirements

- Completion of all major courses with a C grade or higher.

Note: A maximum of six quarter units may be transferred from other academic institutions.

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. 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

Certificate of Achievement

The Film/TV: Animation Certificate of Achievement sequence provides a solid foundation for students interested in pursuing a career in the film, TV, game or internet animation industries, students seeking the full A.A. degree, and students planning to transfer to a baccalaureate degree program in Animation. Students are exposed to professional pre-production and production animation methods including story development, storyboard design, character design, 2D hand-drawn animation, 2D digital animation, stop-motion and 3D computer animation.

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 concept development and sound design skills for creative storytelling

1. Meet the requirements for this certificate level.

2. Complete the following.

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

Complete one course: 4

F/TV 6A	Screenwriting Fundamentals for Film/Video I (4)	
F/TV 72G	Animated Film Pre-Production Workshop (4)	
Total Units Required		25

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	Introduction to Graphic Design: Digital Imaging (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)

<i>Major</i>	<i>Film/TV: Animation</i>	<i>48-49</i>
<i>GE</i>	<i>General Education (32-43 units)</i>	
<i>Electives</i>	<i>Elective courses required when the major units plus GE units total is less than 90 units</i>	
	Total Units Required	90