## Media Arts & Animation
### BACHELOR OF SCIENCE — 180 CREDITS

#### PROGRAM FOCUS

<table>
<thead>
<tr>
<th>QUARTERS 1-3</th>
<th>QUARTERS 4-6</th>
<th>QUARTERS 7-9</th>
<th>QUARTERS 10-12</th>
</tr>
</thead>
<tbody>
<tr>
<td>FND105: Design Fundamentals</td>
<td>MAAA202: Character &amp; Object Design</td>
<td>DPA353: Compositing for Digital Film</td>
<td>MAA403: Production Team</td>
</tr>
<tr>
<td>FND110: Observational Drawing</td>
<td>MAAA203: Audio &amp; Editing Techniques</td>
<td>MAA302: 3D Character Animation</td>
<td>MAA406: Internship</td>
</tr>
<tr>
<td>FND120: Perspective Drawing</td>
<td>MAAA204: Acting &amp; Movement for Animators</td>
<td>MAA303: 3D Character Rigging</td>
<td>Or</td>
</tr>
<tr>
<td>FND135: Image Manipulation</td>
<td>MAA212: 2D Animation</td>
<td>MAA309: Portfolio Pre-Production</td>
<td>MAA402: Special Topics</td>
</tr>
<tr>
<td>FND150: Digital Color Theory</td>
<td>MAA213: 3D Modeling</td>
<td>MAA312: Animation Studio</td>
<td>MAA409: Portfolio Production</td>
</tr>
<tr>
<td>MAAA101: Language of Animation &amp; Film</td>
<td>MAA222: Storyboarding &amp; Animation</td>
<td>MAA313: Advanced Lighting &amp; Texture</td>
<td>MAA419: Portfolio Presentation</td>
</tr>
<tr>
<td>MAAA11: Animation Principles</td>
<td>MAA232: 3D Animation</td>
<td>MAA333: Dynamics &amp; Simulation</td>
<td>Elective II</td>
</tr>
<tr>
<td>MAAA12: Short Format Storytelling</td>
<td>MAA233: Motion Graphics</td>
<td>MAA343: Pre-Production Team</td>
<td>Elective III</td>
</tr>
<tr>
<td>MAA112: Drawing &amp; Anatomy</td>
<td>MAA242: Character Modeling</td>
<td>MAA353: Technical Visualization</td>
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<tr>
<td></td>
<td>MAA243: Material &amp; Lighting</td>
<td>MAA363: Advanced Illustration for Production</td>
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</tbody>
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#### GENERAL EDUCATION

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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</thead>
<tbody>
<tr>
<td>HU110</td>
<td>College English</td>
</tr>
<tr>
<td>HU111</td>
<td>Effective Speaking</td>
</tr>
<tr>
<td>HU130</td>
<td>Visual Language &amp; Culture</td>
</tr>
<tr>
<td>MS111</td>
<td>College Algebra</td>
</tr>
<tr>
<td>or</td>
<td></td>
</tr>
<tr>
<td>MS114</td>
<td>Traditional Geometry</td>
</tr>
<tr>
<td></td>
<td>Social &amp; Behavioral Sciences Requirement</td>
</tr>
</tbody>
</table>

#### START DATE

- **Quarters 1-3**: [ ]
- **Quarters 4-6**: [ ]
- **Quarters 7-9**: [ ]
- **Quarters 10-12**: [ ]

#### LENGTH OF QUARTER

- **Quarters 1-3**: [ ]
- **Quarters 4-6**: [ ]
- **Quarters 7-9**: [ ]
- **Quarters 10-12**: [ ]

#### BREAKS BETWEEN QUARTERS

- **Quarters 1-3**: [ ]
- **Quarters 4-6**: [ ]
- **Quarters 7-9**: [ ]
- **Quarters 10-12**: [ ]

#### APPROX. HOURS IN CLASS PER WEEK

- **Quarters 1-3**: [ ]
- **Quarters 4-6**: [ ]
- **Quarters 7-9**: [ ]
- **Quarters 10-12**: [ ]

#### APPROX. HOURS OUTSIDE OF CLASS—HOMEWORK

- **Quarters 1-3**: [ ]
- **Quarters 4-6**: [ ]
- **Quarters 7-9**: [ ]
- **Quarters 10-12**: [ ]

Please visit our Student Consumer Information page to find the average time to completion for continuously enrolled students for each credential level offered. This data is available at the average credit load, full-time or at full load. Changing programs, beginning programs at the mid-term start date, taking remedial courses, taking time off from coursework, registering for fewer hours or unsuccessful attempts at course completion will increase the total length of the program and overall cost of education from what is disclosed. Transfer credits awarded toward your program will likely decrease the overall length and cost of education.

Course descriptions for elective and general education courses can be referenced in the catalog.

See [ge.artinstitutes.edu/programoffering/2121](ge.artinstitutes.edu/programoffering/2121) for program duration, tuition, fees and other costs, median debt, salary data, alumni success, and other important info.

STUDENT CONSUMER INFORMATION: [http://www.artinstitutes.edu/hollywood/student-consumer-information/overview.aspx](http://www.artinstitutes.edu/hollywood/student-consumer-information/overview.aspx)

This is a sample schedule only. Schedule subject to change without notice at the discretion of the school (07/2015).

The Art Institute of California—Hollywood, a campus of Argosy University. Argosy University is accredited by the Senior College and University Commission of the Western Association of Schools and Colleges (505 Atlantic Avenue, Suite 100, Alameda, California, 94501).
DIGITAL COLOR THEORY
Credits: 3
This course covers the principles of color theory, including the fundamentals of color matching, color reproduction, color management, and color correction. Students will learn to apply digital techniques to create and manipulate color in a variety of media. Preerequisite: None
Credit: 3

LIFE DRAWING & GESTURE
Credits: 3
This course focuses on the study of human anatomy and its application to drawing. Students will learn to draw from live models and from photographs, developing a sense of proportion and form. Preceded by: FND110. Credit: 3

STORYBOARDING & ANIMICS
Credits: 3
This course covers the principles of storyboarding and animation, including the fundamentals of character design and animation. Students will learn to create storyboards and animate sequences using digital tools. Preceded by: MAAA111, MAAA223. Credit: 3

DYNAMIC SIMULATION
Credits: 3
This course covers the principles of dynamic simulation, including the use of industry-standard software to create realistic motion and behavior in digital environments. Students will learn to create realistic simulations of objects, characters, and environments. Preceded by: MAAA223. Credit: 3

PORTFOLIO PRODUCTION
Credits: 3
This course guides students through the process of developing a professional portfolio for employment in the animation industry. Students will learn to evaluate and present their work in a professional manner, including the creation of a professional resume and cover letter. Preceded by: MAAA309. Credit: 3

ADVANCED ILLUSTRATION FOR PRODUCTION
Credits: 3
This course builds on the skills learned in MAAA223, focusing on the principles of illustration and visual storytelling. Students will learn to create complex compositions and develop a strong visual language. Preceded by: MAAA309. Credit: 3

TECHNICAL VISUALIZATION
Credits: 3
This course focuses on the use of computer-aided design (CAD) software to create technical drawings and visualizations. Students will learn to use software tools to create accurate and detailed drawings, including models of buildings, vehicles, and other objects. Preceded by: MAAA302. Credit: 3

EMERGING TECHNOLOGY FOR ANIMATION
Credits: 3
This course explores emerging technologies in the field of animation, including new forms of animation and digital storytelling. Students will learn to experiment with new tools and techniques to create innovative and engaging animations. Preceded by: MAAA223. Credit: 3

TRADITIONAL MOVEMENT
Credits: 3
This course focuses on the principles of movement and gesture, including the study of anatomy and motion. Students will learn to create convincing animations using traditional techniques. Preceded by: MAAA111, MAAA223. Credit: 3

HUMANITIES ART REQUIREMENT
Credits: 4
This requirement encourages students to study the arts as a means to understand the human experience and to appreciate the beauty of the world around us. The requirement includes a minimum of 12 credits in art, music, dance, or theater, with a minimum of 6 credits in a single discipline. Preceded by: HU111. Credit: 4

HUMANITIES WRITING REQUIREMENT
Credits: 4
This requirement encourages students to develop their writing skills through a variety of courses, including courses in history, social sciences, and English. The requirement includes a minimum of 12 credits in writing-intensive courses, with a minimum of 6 credits in a single discipline. Preceded by: HU111. Credit: 4

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SOCIAL & BEHAVIORAL HUMANITIES REQUIREMENT
Credits: 4
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COURSE DESCRIPTIONS

MAAA111 ANIMATION PRINCIPLES
Credits: 3
This course introduces the fundamental principles of animation, including the study of human motion, body language, and posture. Students will learn to create convincing animations using traditional techniques. Preceded by: MAAA111, MAAA223. Credit: 3

MAAA223 HARD SURFACE & ORGANIC MODELING
Credits: 3
This course covers the techniques used for modeling organic and hard surface objects. Students will learn to use industry standard techniques to produce 3D objects. Preceded by: MAAA111. Credit: 3

MAAA309 PORTFOLIO PRODUCTION
Credits: 3
This course guides students through the process of developing a professional portfolio for employment in the animation industry. Students will learn to evaluate and present their work in a professional manner, including the creation of a professional resume and cover letter. Preceded by: MAAA309. Credit: 3

MAAA407 EMERGING TECHNOLOGY FOR ANIMATION
Credits: 3
This course explores emerging technologies in the field of animation, including new forms of animation and digital storytelling. Students will learn to experiment with new tools and techniques to create innovative and engaging animations. Preceded by: MAAA223. Credit: 3

MAAA409 PORTFOLIO PRODUCTION
Credits: 3
This course guides students through the process of developing a professional portfolio for employment in the animation industry. Students will learn to evaluate and present their work in a professional manner, including the creation of a professional resume and cover letter. Preceded by: MAAA309. Credit: 3