

SACRAMENTO CITY COLLEGE



2011-2012 CATALOG ADDENDUM

Division of Advanced Technology
 Donnetta Webb, Dean
 Technology 106
 916-558-2491

Graphic Communication - New Certificates

3D Animation and Modeling Certificate of Achievement

Program Information

This program introduces students to the 3D animation and computer modeling industry. Through lectures and hands-on assignments, students will master real-world production techniques in both animation and 3D modeling. Rendering, compositing, and camera tracking is also covered.

Career Opportunities

Upon completion of this program, students will have mastered the necessary skills to complete short animated films and commercial projects for the television, film, biomedical, architectural visualization legal, product design, and video game industries.

Upon completion of this program, the student will be able to:

- demonstrate an understanding of the animation production process.
- recognize and articulate the principles of animation.
- create effective storyboards for use in the animation process.
- design and create a 3D character model.
- create and manipulate a wireframe mesh using a variety of tools.
- work with surfaces, including procedural textures and texture maps.
- demonstrate an understanding of the 3D rendering process.

Required Program	Units
GCOM 400 Introduction to the Principles of Animation	3
GCOM 401 Introduction to Computer Animation.....	3
GCOM 402 Beginning 3D Modeling and Rigging.....	3
GCOM 410 Advanced Computer Animation	3
Total Units	12

Game Design Certificate of Achievement

Program Information

In this program, students will study the art, technology, science, and design principles for the creation and development of video games. This program covers video game history, game theory, design of computer-based games, delivery systems, development cycles, case studies, ethical and social issues, emerging technologies, industry trends, and the development of 3D art assets. This program emphasizes the understanding and the interdisciplinary nature of video game design, production, and delivery. This program does not include computer programming topics.

Career Opportunities

Students who successfully complete this program and continue their education in four year programs will find job opportunities in the video game industry.

Upon completion of this program, the student will be able to:

- demonstrate an understanding of the game design process.
- demonstrate an understanding of game structure and elements.
- demonstrate an understanding of the various roles in a professional game development environment.
- build a working game prototype.
- create 3D art assets for video games.
- optimize 3D art assets to run correctly in a real-time game engine.

Required Program	Units
GCOM 420 Video Game Design	3
GCOM 424 Video Game Art.....	3
GCOM 426 Video Game Level Design	3
GCOM 400 Introduction to the Principles of Animation	3
GCOM 401 Introduction to Computer Animation.....	3
GCOM 402 Beginning 3D Modeling and Rigging.....	3
GCOM 330 Digital Imaging 1	3
Total Units	21

Interactive Design

Certificate of Achievement

Program Information

This program offers in-depth design explorations into interactive development techniques. This program emphasizes the application of design principles to the elements of motion and interactivity. Students will learn the principles of interactive design in an effort to create Web sites with animation, interactive buttons, video, and sound. The program also covers creative processes for Web design, working with a client, and optimal delivery.

Career Opportunities

This program will provide students with the core interactive web design skills that are required to fulfill an entry level position at an interactive design or web design firm.

Upon completion of this program, the student will be able to:

- use the creative process to develop an interactive Web site from concept to uploading.
- apply graphic design principles of visual hierarchy, layout, color, typography, and grid to design a fully functional interactive Web site or application.
- apply animation design principles and storyboarding to create a short animation that visually communicates a message.
- analyze a specific audience and cater graphics and interactivity to that audience's needs.
- utilize software tools to develop an interactive Web site with animation, sound, and action scripting.
- apply interactive design principles to a variety of mediums, including Web sites, presentations, and rich internet applications.

Required Program

Units

GCOM 330 Digital Imaging 1	3
GCOM 340 Digital Illustration for Graphic Design 1	3
GCOM 360 Introduction to Web and Interactive Technologies ..	3
GCOM 380 Interactive Design 1	3
GCOM 383 Interactive Design 2	3
GCOM 390 Motion Design 1	3
Total Units	18