

3D MODELING AND ANIMATION

Associate in Science

Career/Technical (Major Code: B2572)

Designed to provide the student with a background in several design technologies. The program trains the student in use of 3D modeling, rendering, and animation software. Students will design and render 3D models and create 3D animated videos.

Program Student Learning Outcomes

- Produce a rendered animation incorporating multiple sequences, demonstrating their ability to present ideas clearly and cohesively.
- Utilize provided software to construct and analyze solid models, evaluating their practical applications in real-world settings.

Code	Title	Units
Program Requirements		
ART 192	INTRODUCTION TO DIGITAL IMAGING	3
ARCH 201	BEGINNING BUILDING INFORMATION MODELING	3
CAD 273	INTRO TO 3D MODELING FOR ANIMATION	3
CAD 274	INTRO TO 3D ANIMATION	3
CAD 275A	INTERMEDIATE 3D MODELING AND ANIMATION	3
CAD 275B	ADVANCED 3D MODELING AND ANIMATION	3
Total Units		18

Code	Title	Units
Recommended Electives		
CAD 230	INTRODUCTION TO SOLIDWORKS	3.00
CAD 231	SOLIDWORKS II	3.00
ART 192L	INTRODUCTION TO DIGITAL IMAGING LABORATORY	1.00

To earn an associate degree, additional general education and graduation requirements (<https://catalog.swccd.edu/certificates-certifications-degrees-csuuc-requirements/>) must be completed.