



# 3D ANIMATION

AT  
VICTOR VALLEY COLLEGE

3D Animation has rapidly become one of the fastest growing areas within the field of computer graphics. Victor Valley College offers both beginning and advanced Computer Animation training, with degrees and certificates available through the college's 3D Animation Department. Beginning classes require NO previous 3D Animation experience. Individuals age 12 or older are welcome. Both morning and afternoon classes are available.



## IS 3D ANIMATION FOR ME?

The field of Computer Animation is ideally suited for motivated individuals interested in creating video games, movie special F/X, television commercials, product visualizations or 3D website graphics. Ideal candidates enjoy expressing themselves through both their creativity and imagination. Being a good artist is not required, although individuals who have taken courses in color and design, composition, life drawing and sculpting have well positioned themselves for success.



## WHAT CAREERS ARE AVAILABLE?

Employment opportunities for 3D Animators continue to grow. Although the field is competitive, a career as a 3D Animator is not just fun, but also potentially financially rewarding. Career choices are diverse, with employment no longer limited to only the entertainment and video gaming industries. Other fields include architecture, mechanical design, medical visualizations courtroom litigation and military applications to name just a few. Starting pay typically ranges from \$25,000 to \$45,000 per year, with potential earnings rising substantially with experience and exceptional talent.



## HAVE QUESTIONS?

For more information, please contact:

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# HOW DO I GET STARTED?

Below you'll find a guideline of suggested courses for pursuing a career in 3D Animation. Victor Valley College's Digital 3D Animation department offers training in two of the most widely-used 3D software programs in the industry; Autodesk 3ds Max and Autodesk Maya. Other recommended 'general education' classes are also included in the semester breakdowns. The additional courses listed are intended to make the student as well-rounded as possible in their career pursuit. If you have specific questions, please contact a department instructor or school counselor. If wishing to pursue an Associate of Science degree in 3D Animation, be sure to talk with a school counselor regarding general education course requirements.

## FIRST YEAR

1ST SEMESTER	UNITS	2ND SEMESTER	UNITS
3ds Max Fundamentals (ANIM 160)	3.0	3ds Max Adv Modeling & Materials (ANIM 260)	3.0
or		or	
Principles of Animation w Maya (ANIM 50)	3.0	Intermediate Modeling & Anim w Maya (ANIM 51)	3.0
Intro to Art (ART 105)	3.0	Art Concepts (ART 106)	3.0
Intro to Photoshop (PHOT 52)	3.0	Drawing I (ART 125)	3.0
Film As an Art Form (ART 104)	3.0	Digital Imaging (CART 133)	3.0

## SECOND YEAR

3RD SEMESTER	UNITS	4TH SEMESTER	UNITS
3ds Max Character Anim & Adv Keyframing (ANIM 261)	3.0	3ds Max Adv Effects & Compositing (ANIM 65)	3.0
or		Sculpture I (ART 141)	3.0
Digital Character Animation w Maya (ANIM 52)	3.0	Intro to Marketing (BADM 112)	3.0
Life Drawing I (ART 122)	3.0	Digital Video Production (ANIM 74)	3.0
Adobe Illustrator (CART 72)	3.0		
Beg Photography (PHOT 111)	3.0		

**SUMMER/ WINTER**      8 unit maximum per semester

ADDITIONAL CLASSES	UNITS
Photoshop for Animators (ANIM 56)	3.0
ZBrush Fundamentals (ANIM 80)	3.0
Demo Reels (ANIM 53)	3.0

