**PROGRAM PLAN OF STUDY**

**TERM:** FY16/17  
**WEEKS OF INSTRUCTION:** 40

**EFFECTIVE DATE:** 8/11/2016  
**OCAS CODE:** 9526

**STATE PROGRAM NAME:** Animation Technology  
**CIP CODE:** 10.0304

**CLUSTER:** Information Technology  
**CM CODE:** IT0030113

**LOCAL PROGRAM NAME:** Animation  
**SOC CODE:** 27-1014

**COHORT:** Halfday Adult  
**CTSO:** BPA

**INSTRUCTOR (S):** Chris Hopkins-1st Year, Kenneth Mayfield-2nd Year

**DISTANCE EDUCATION PERCENTAGE:** 10%  
**REQUIRED GRADE:** "C" or better

**CAMPUS:** Riverside  
**TUITION RATE:** HR/$4.00

**COURSE #** | **OCAS CODE** | **ACAD CRE** | **OHLAP CREDIT** | **COURSES** | **THEORY** | **LAB** | **TOTAL** | **START DATE** | **END DATE** | **#DAYS**
--- | --- | --- | --- | --- | --- | --- | --- | --- | --- | ---
MDIA-0128 | 8150 | yes | Multimedia & Image Management Techniques | 10 | 110 | 120 |
MDIA-0015 | 8220 | | Principles of Animation | 10 | 110 | 120 |
MDIA-0061 | 8207 | | Fundamentals of 3D Motion Graphics | 10 | 110 | 120 |
MDIA-0031 | 8154 | yes | Design Tools and Electronic Marketing Strategies | 10 | 110 | 120 |
MDIA-0001 | 8206 | | 2D Animation Techniques | 10 | 110 | 120 |
MDIA-0243 | 10 | | Dynamics & Special FX for Motion Graphics | 10 | 110 | 120 |
MDIA-0099 | 8197 | | Advanced Effect for Motion Graphics | 10 | 110 | 120 |
MDIA-0190 | 8228 | | Fundamentals of Video Game Design | 10 | 110 | 120 |
TTC-0110C | 8106 | | Career Major Capstone | 45 | 120 | 165 |
**First Year Total Hours** | **50** | **550** | **600** |
**Second Year Total Hours** | 75 | 450 | 525 |
**TOTAL HOURS** | 125 | 1000 | 1125 |

**COURSE#** | **B & I CERTIFICATIONS** | **COMMENTS:**
--- | --- | ---
606 | 3D Animator |  
605 | 3D Modeler |  
4252 | Adobe After Effects |  
4254 | Adobe Illustrator |  
4258 | Adobe Photoshop |  
602 | Motion Graphics Artist |  

**SIGNATURES:**

**Student:**  
**Instructor:**  
**Instructional Coordinator:**  
**Administrative:**

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Date Printed: 9/20/2016  
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