

## Associate Degree Graduation Requirements

(1) Complete all department requirements with a “C” or better or “P” in each course (at least 20% of the department requirements must be completed through SBCC); (2) Complete one of the following three General Education options:

**OPTION 1:** SBCC General Education Requirements ([Areas A-D](#)) and Institutional Requirements ([Area E](#)) and Information Competency Requirement ([Area F](#)) **OR** **OPTION 2:** [IGETC Pattern](#) **OR** **OPTION 3:** [CSU GE Breadth Pattern](#); (3) Complete a total of 60 degree-applicable units (SBCC courses numbered 100 and higher); (4) Maintain a cumulative GPA of 2.0 or better in all units attempted at SBCC; (5) Maintain a cumulative GPA of 2.0 or better in all college units attempted; and (6) Complete 15 units through SBCC.

### Department Requirements

(Total Department Units: 27)

<i>Current Course No.</i>	<i>Previous Course No.</i>	<i>Title</i>	<i>Units</i>	<i>Institution &amp; Course No.</i>	<i>Grade</i>	<i>Units (s/q)</i>	<i>Term</i>
• MAT 103.....(none).....		Introduction to Multimedia.....	3.0				
• MAT 116.....(none).....		Interactive Design I.....	3.0				
• MAT 131.....(111/143ABC).....		Digital Imaging I.....	3.0				
• MAT 136.....(ENGR 136).....		Computer Animation I.....	3.0				
• MAT 137.....(none).....		Visual Effects for Film, TV & Gaming.....	3.0				
• MAT 138.....(none).....		3-D Character Animation <b>OR</b> .....	3.0				
• MAT 167.....(none).....		3D Environments Design.....	3.0				
• MAT 141.....(none).....		3-D Modeling.....	3.0				
• MAT 145.....(none).....		Video Game Design.....	3.0				
• MAT 205.....(205/FILMST 205).....		Portfolio Developm & Profess. Practices <b>OR</b> .....	3.0				
• MAT 168.....(205/FILMST 205).....		Serious Game Prototyping <b>OR</b> .....	3.0				
• MAT 216.....(none).....		Interactive Design II – Simple Games.....	3.0				

Recommended courses:

• ART 124A....(124).....		Classical Animation I.....	3.0				
• ART 140.....(none).....		Studio Art Foundations (2-D).....	3.0				
• ART 141.....(none).....		3-D Design: Form and Space.....	3.0				
• CS 111.....(COMSC 111).....		HTML & Webmastering.....	3.0				
• FP 181.....(FILMPRO/FILMST 181).....		Production Sound for Film and Television.....	3.0				
• FP 279.....(177/FILMPRO/FILMST 177).....		Motion Graphics & Compositing.....	3.0				
• MAT 112.....(none).....		Digital Drawing.....	3.0				
• MAT 132.....(none).....		Digital Imaging II.....	3.0				
• MAT 152.....(none).....		Compositing & Visual Effects for Animation.....	3.0				
• MAT 153.....(122/142).....		Web Design I.....	3.0				
• MAT 169.....(none).....		Serious Game Production.....	3.0				

Recommended Course Sequence: First semester: MAT 103, 131, 136; Second semester: MAT 116, 137, 145; Third semester: MAT 138 or 167, 141, 168 or 205 or 216.

### Additional Program Information

For further information, contact the Counseling Center, 965-0581, Ext. 2285, or Michael Gallegos, Department Co-Chair, 965-0581, Ext. 2914, or Alejandra Jarabo, Department Co-Chair, 965-0581, Ext. 4722.

**SBCC AA/AS Degree Graduation Requirements Worksheet (Must complete IA or IB or IC, and II, and III and IV below)**



Santa Barbara City College

# Animation and Gaming

## 2017-18

**Associate in Arts Degree in Animation and Gaming**

Multimedia is a field of study and an industry emerging from the synthesis of communication networks and cross-disciplinary media development processes. The advent of digital technologies, media authoring, storage and distribution in conjunction with traditional media production processes has created this confluence of what is often referred to as new media, digital media or multimedia.

The Multimedia Arts curriculum develops students' aesthetic and technical competence by providing training in state-of-the-art software, production processes, theory and concepts. The program prepares students for employment in applied media industries or for transfer to media programs at 4-year institutions. Our courses give students a core background in art, design, and technical skills in media development, production and distribution.

Currently, the program offers 2 fields of study with a number of electives. These electives range in specialization from web design and development authoring, sound design and engineering to 3-D animation and effects compositing.

IA. IGETC ( <a href="http://articulation.sbcc.edu/IGETC/IGETC.pdf">http://articulation.sbcc.edu/IGETC/IGETC.pdf</a> )		Course #	Grade	Units (s/q)	Term
1A.	English Composition				
1B.	Critical Thinking-English Composition				
1C.	Oral Communication (CSU only)				
2A.	Mathematics				
3A.	Arts				
3B.	Humanities				
4.	Social Sciences				
5A/5C.	Physical Sciences				
5B/5C.	Biological Sciences				
6A.	Language Other Than English (UC only)				
IB. CSU GE Breadth Pattern ( <a href="http://articulation.sbcc.edu/CSU/CSUGE.pdf">http://articulation.sbcc.edu/CSU/CSUGE.pdf</a> )		Course #	Grade	Units (s/q)	Term
A1.	Oral Communication				
A2.	Written Communication				
A3.	Critical Thinking				
B1/B3.	Physical Science				
B2/B3.	Life Science				
B4.	Mathematics				
C1.	Arts				
C2.	Humanities				
D.	Social Sciences				
E.	Lifelong Learning and Self-Development				
IC. SBCC GE, Institutional & Info Competency ( <a href="http://www.sbcc.edu/apply/files/gereq.pdf">http://www.sbcc.edu/apply/files/gereq.pdf</a> )		Course #	Grade	Units (s/q)	Term
A.	Natural Sciences with Lab				
B.	Social and Behavioral Science				
C.	Humanities				
D-1.	English Composition				
D-2.	Communication and Analytical Thinking				
E-1.	Mathematics - <i>Plus complete 3 out of the 4 areas listed below (E-2 through E-5)</i>				
E-2.	American Institutions				
E-3.	Physical Education/Health Education				
E-4.	Oral Communication				
E-5.	Multicultural/Gender Studies				
F.	Information Competency				

**II. Unit and Grade Point Average Requirements:** Refer to Graduation Requirements on the other side of this document.

	Total Semester Units Attempted	Total Semester Units Completed	Grade Points	GPA
SBCC				
Transfer				
<b>Total</b>				

**III. Residency Requirements:** 15 units completed through SBCC & 20% of Department Requirements completed through SBCC?

Yes  No

**IV. Department Requirements:** Refer to the other side of this document for a list of department required courses.

Yes  No

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