

ENTERTAINMENT ARTS CERTIFICATE

Division: Visual and Performing Arts

PROGRAM CODE: 2C36692

The **Entertainment Arts Certificate** is designed to prepare students for an entry level position in the fields of entertainment encompassing animation and game design. The Entertainment Arts Certificate requires a total of 45 units, of which 15 are required courses in art and 27 are required courses in digital art emphasizing entertainment production techniques. An additional 3 units may be chosen from the restricted electives. A grade of C or better is required for each course taken. Upon completion of the required courses the student must submit a final professional level portfolio for review and approval by three full-time faculty including: Head of the Digital Art Department, Art Department Chair, and another full-time faculty from the ART or DART department. The portfolio will be assessed against an industry standard preparing the student for entry-level work inside the fields of entertainment.

Code	Title	Units
Required Art Courses (15 units):		15
ART 243 F	Applied Perspective	3
ART 180 F	Rendering	3
ART 186 F	Beginning Life Drawing	3
ART 181 F	Drawing from the Masters	3
or ART 195 F	Anatomical Drawing	
ART 290 F	Portfolio Preparation and Artwork Presentation	3
Required Digital Art Courses (27 units):		27
DART 104 F	Introduction to Maya 3D	3
DART 107 F	Digital Drawing	3
DART 108 F	Digital Drawing - Dynamic Sketching	3
DART 109 F	Environmental Sketching	3
DART 110 F	Fundamentals of Character Design	3
DART 135 F	Introduction to Digital Painting	3
DART 136 F	Intermediate Digital Painting	3
DART 115 F	Introduction to Prop Design (formerly ART 090AF)	3
DART 111 F	Character Design	3
Restricted Electives (3 units):		3
ART 157 F	Sketching for Animators and Illustrators	3
ART 123 F	Business Practices in Art	3
ART 244 F	Illustration	3
ART 215 F	Beginning Storyboarding and Narrative Composition (formerly ART 090BF)	3
Total Units		45

Outcome 1: Upon successful completion of courses leading to the Entertainment Art Certificate, the student will be able to demonstrate evidence of proficiency in problem solving techniques and devise solutions for designs presented from scripted assignments while using digital software applications.

Outcome 2: Upon successful completion of courses leading to the Entertainment Art Certificate, the student will be able to demonstrate an expanded in-depth knowledge of traditional drawing/sketching techniques for rapid visualization and be able to translate those techniques into a digital format using various digital software applications.

Outcome 3: Upon successful completion of courses leading to the Entertainment Art Certificate, the student will be able to demonstrate the ability to effectively display their step by step solutions, and finished final work in a professional portfolio presentation adhering to an industry standard.

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