

Actions taken by the Curriculum Committee on 12/01/2010

The following items were approved by the Curriculum Committee.

New Courses—Credit:

1. Philosophy 20 / Environmental Studies 20: Environmental Ethics (3 units)

This course introduces the field of environmental ethics with an emphasis on global environmental problems and global citizenship. The conceptual foundations of environmental attitudes and values are examined through an historical survey of philosophies of nature and human/nature relations. Ethical theories are presented and used to analyze contemporary environmental problems, e.g. mistreatment of animals, pollution, climate change, species extinction, natural resource depletion, environmental racism etc. The ethical assumptions underlying various national and international responses to environmental problems will be analyzed and evaluated.

Department Vote (Philosophy and Social Science): 16 Yes, 0 No, 1 Not Voting

Program Vote (Interdisciplinary Studies—Environmental Studies): 18 Yes, 0 No, 46 Not Voting

2. Recycling and Resource Management 1: Introduction to Recycling and Resource Management (3 units)

This course introduces the field of environmental ethics with an emphasis on global environmental problems and global citizenship. The conceptual foundations of environmental attitudes and values are examined through an historical survey of philosophies of nature and human/nature relations. Ethical theories are presented and used to analyze contemporary environmental problems, e.g. mistreatment of animals, pollution, climate change, species extinction, natural resource depletion, environmental racism etc. The ethical assumptions underlying various national and international responses to environmental problems will be analyzed and evaluated.

Department Vote (Earth Science): 11 Yes, 0 No, 0 Not Voting

3. Recycling and Resource Management 2: Culture and Zero Waste (3 units)

This course will provide an overview of our “throw-away” culture and the motivations behind consumerism and related waste disposal practices. Key issues of the course include carbon footprint, plastics in our environment, consumer laws and cultural mindsets. The course will identify key government agencies and policies and how to collaborate and obtain funding for outreach. Environmental educational skills, programs, and methods will be reviewed. Case studies of successful youth campaigns will be explored and the basics of establishing strong educational programs examined.

Department Vote (Earth Science): 11 Yes, 0 No, 0 Not Voting

4. Recycling and Resource Management 3: Resource Management and Zero Waste for Communities (3 units)

This course will identify how resource management and Zero Waste policies and programs are developed within a community, what type of planning and facilities are needed, and how to finance the systems. Students will also review sample sustainability and zero waste plans and will discuss different approaches communities have taken to developing Zero Waste goals. Students will also learn about tools for local government, best practices for RFPs (Request for Proposals) and contracts, enforcement options, design of resource recovery parks, performance reporting and financial records, Extended Producer Responsibility and Local Producer Responsibility policies and programs, bans, rules and incentives, and local markets and uses for discarded resources.

Department Vote (Earth Science): 11 Yes, 0 No, 0 Not Voting

5. Recycling and Resource Management 4: Resource Management and Zero Waste in Business (3 units)

This course will provide hands-on applications and tools for businesses to design, implement and oversee waste reduction and resource management programs. It will review a variety of best practices for successful waste diversion and recovery in businesses, detailing how businesses can implement those practices to achieve Zero Waste. Examination of case studies will be used to demonstrate how different companies have implemented successful waste diversion and sustainability programs, including triple bottom line business practices. This course will also provide students with an understanding of how to plan and implement commercial food and organics programs.

Department Vote (Earth Science): 11 Yes, 0 No, 0 Not Voting

6. Entertainment Technology 25C: 3D Character Rigging (3 units)

This course covers the technical aspects of creating effective animation controls for 3D characters. Using industry-standard tools and methods, students will develop intuitive and efficient character rigs. The use of deformers, constraints, expressions, scripts, utility nodes and kinematic controls will be covered. Students will also be introduced to advanced topics such as cloth, hair, fur and muscle systems. This course uses Autodesk Maya.

Prerequisite: ET 25

Department Vote (Design Technology): 7 Yes, 0 No, 0 Not Voting

Global Citizenship:

1. Philosophy 20 / Environmental Studies 20: Environmental Ethics (3 units)
2. Recycling and Resource Management 1: Introduction to Recycling and Resource Management (3 units)

Distance Education:

1. Graphic Design 65: Web Design 1 (2 units)

Associate Degrees:

1. Entertainment Technology: Animation (see below)
2. Associate of Science Degree in Mathematics
21 units
Math 7: Calculus 1 (5 units)
Math 8: Calculus 2 (5 units)
Math 11: Multivariable Calculus (5 units)
Math 13: Linear Algebra (3 units)
Choose at least ONE of the following
Math 10 / CS 10: Discrete Structures (3 units)
Math 15: Ordinary Differential Equations (3 units)
Physics 8: General Physics with Calculus (4 units)
Physics 21: Mechanics with Lab (5 units)

Certificates:

1. Entertainment Technology: Animation (see attached)
2. Mathematics (see above)
3. Entertainment Technology: 2D Animation Department Certificate (see below)
4. Entertainment Technology: 3D Animation Department Certificate (see below)
5. Entertainment Technology: 3D Modeling Department Certificate (see below)
6. Entertainment Technology: 3D Rendering Department Certificate (see below)

**DESIGN TECHNOLOGY DEPARTMENT
ENTERTAINMENT TECHNOLOGY PROGRAM
DEPARTMENT CERTIFICATE**

2D ANIMATION (16 Units)

ET 19A, Beginning 2D Animation (3)
ET 19B, Advanced 2D Animation (3)
ET 34, Web Animation 1 (3)
ET 75, Digital Production for 2D Animation (3)
ET 30, Animation Project (4)

**DESIGN TECHNOLOGY DEPARTMENT
ENTERTAINMENT TECHNOLOGY PROGRAM
DEPARTMENT CERTIFICATE**

3D ANIMATION (16 Units)

ET 19A, Beginning 2D Animation (3)
ET 19B, Advanced 2D Animation (3)
ET 24B, 3D Character Animation 1 (3)
ET 24C, 3D Character Animation 2 (3)
ET 30, Animation Project (4)

**DESIGN TECHNOLOGY DEPARTMENT
ENTERTAINMENT TECHNOLOGY PROGRAM
DEPARTMENT CERTIFICATE**

3D MODELING (16 Units)

ET 25, 3D Modeling (3)
ET 25B, 3D Character Creation (3)
ET 25C, 3D Character Rigging (3)
ET 26, 3D Rendering (3)
ET 30, Animation Project (4)

**DESIGN TECHNOLOGY DEPARTMENT
ENTERTAINMENT TECHNOLOGY PROGRAM
DEPARTMENT CERTIFICATE**

3D RENDERING (16 Units)

ET 25, 3D Modeling (3)
ET 26, 3D Rendering (3)
ET 32, Digital Compositing (3)
ET 38, Digital Imaging for Design 2 (3)
ET 30, Animation Project (4)



A Course of Study for
**Entertainment Technology A.A. Degree,
Certificates of Achievement &
Department Certificates Programs**

ASSOCIATE IN ARTS DEGREE - 60 UNITS

ANIMATION (~~58~~ 49-50 units)

The Animation Associate in Arts degree is a comprehensive study of 2D and 3D animation techniques, taking four semesters of full-time study to complete.

Required Courses: (~~55~~ 37-38 units)

- Entertainment Technology 2, Storytelling (3)
- Entertainment Technology 3, Principles of Project Management (3)
- Entertainment Technology 18, **Digital Storyboarding** (3)
- ~~Entertainment Technology 19A, 2D Animation I (2)~~
- ~~Entertainment Technology 19B, 2D Animation II (2)~~
- Entertainment Technology 20, Visual Development (3)
- Entertainment Technology 24, 3D Fundamentals (4)
- ~~Entertainment Technology 24B, 3D Character Animation (3)~~
- ~~Entertainment Technology 25, 3D Modeling and Rigging (4)~~
- ~~Entertainment Technology 26, 3D Rendering (4)~~
- Entertainment Technology 31A, Digital Video Fundamentals (3)
- Entertainment Technology 37, Digital Imaging I (3)
- Entertainment Technology 40, Digital Audio Fundamentals (3)
- Entertainment Technology 61, History of Animation (3)
- Entertainment Technology 72, **Career Development** (2)
- Entertainment Technology 91, Perspective Drawing (2)
- ~~Entertainment Technology 92, Figure in Motion (3)~~
- Entertainment Technology 94, Color Theory (2)

Chose ONE of the following:

- Entertainment Technology 30, Animation Project (4)**
- or**
- Entertainment Technology 49, Game Development Project (4)**
- or**
- Entertainment Technology 80, Digital Effects Project (3)**

Required Electives; select ~~one~~ course from the following: (total of 12 units)

2D Animation Concentration

- Entertainment Technology 19A, **Beginning 2D Animation** (3)
- Entertainment Technology 19B, **Advanced 2D Animation** (3)
- Entertainment Technology 34, **Web Animation I** (3)
- Entertainment Technology 75, **Digital Production for 2D Animation** (3)

or

3D Animation Concentration

- ~~Entertainment Technology 23, 2D Character Animation (3)~~
- Entertainment Technology 19A, **Beginning 2D Animation** (3)
- Entertainment Technology 19B, **Advanced 2D Animation** (3)
- Entertainment Technology 24B, **3D Character Animation** (3)
- Entertainment Technology 24C, **Advanced 3D Character Animation** (3)

or

3D Modeling Concentration

Entertainment Technology 25, **3D Modeling (3)**
Entertainment Technology 25B, **3D Character Creation (3)**
Entertainment Technology 25C, 3D Character Rigging (3)
Entertainment Technology 26, **3D Rendering (3)**

or

3D Rendering Concentration

~~Entertainment Technology 31B, Digital Video Editing (3)~~
Entertainment Technology 25, **3D Modeling (3)**
Entertainment Technology 26, **3D Rendering (3)**
Entertainment Technology 32, **Digital Compositing (3)**
Entertainment Technology 38, **Digital Imaging II (3)**

or

Digital Effects Concentration

~~Entertainment Technology 41, Digital Audio Editing (3)~~
Entertainment Technology 32, **Digital Compositing (3)**
Entertainment Technology 63, **Digital Tracking & Integration (3)**
Entertainment Technology 64, **Digital Effects I (3)**
Entertainment Technology 65, Digital Effects II (3)

or

3D Game Design Concentration

Entertainment Technology 15, **3D Level Design 1 (3)**
Entertainment Technology 17, **3D Level Design 2 (3)**
Entertainment Technology 42, **Principles of Game Development (3)**
Entertainment Technology 44, **Game Design/Play Mechanics (3)**
~~Entertainment Technology 89, Figure Drawing (1)~~
~~Entertainment Technology 92, Figure in Motion (3)~~
~~Entertainment Technology 93, Quick Sketch/Rapid Visualization (1)~~
~~Entertainment Technology 95, Animal Drawing (2)~~
~~Entertainment Technology 96, Costumed Figure Drawing (2)~~
~~Entertainment Technology 97, Advanced Figure in Motion (3)~~