



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

The mission of the Entertainment Technology program is to provide students with a comprehensive and well rounded education in rapidly evolving media fields. The Entertainment Technology curriculum is designed to meet the changing needs of the entertainment industry. Entertainment Technology courses are comprehensive and rigorous, covering areas such as Animation, Game Design, Post – Production and Digital Effects. Students will develop professional portfolios, work in teams, and may participate in internships with industry partners when available.

While the Entertainment Technology certificate programs are designed as full-time programs, students may also attend part-time. Courses are available during the day and evenings Monday through Friday and during the day on Saturday. For additional information, please refer to [www.academy.smc.edu](http://www.academy.smc.edu).

The Entertainment Technology program currently offers comprehensive Certificates of Achievement in Animation and Digital Media.

#### **ASSOCIATE IN ARTS DEGREE - 60 UNITS**

The Associate in Arts degree in Animation involves satisfactory completion of a minimum of 60 semester units with a C average or higher including at least 49 semester units in the Animation area of emphasis (articulated below), fulfillment of the Global Citizenship requirement, and fulfillment of all Santa Monica College general education requirements, CSU GE or IGETC.

\*Students must complete the area of emphasis (major) requirements in effect at the time enrollment begins or the requirements in effect at graduation as long as continuous enrollment is maintained.

**\*Continuous enrollment is defined as enrollment in each Fall and Spring semester until graduation.**

**At least 50% of the area of emphasis (major) units must be completed at Santa Monica College.**

**Each course in the area of emphasis (major) must be completed with a grade of C or higher.**

Students who successfully complete the Animation Certificate of Achievement or the Digital Media, Level 2 Certificate of Achievement may elect to receive an Associate in Arts degree. However, students must first satisfy additional general education requirements described in the Academics section of the catalog in addition to completing a Certificate of Achievement. For more information, refer to the SMC Transfer/Counseling Center's articulation webpage ([www.smc.edu/articulation](http://www.smc.edu/articulation)). Students who plan to transfer to a four year college are strongly encouraged to speak with an academic counselor.

#### **ANIMATION (49 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 Core Courses: (34 units)**

- Entertainment Technology 2, Storytelling (3)
- Entertainment Technology 3, Principles of Project Management (3)
- Entertainment Technology 18, Digital Storyboarding (3)
- Entertainment Technology 20, Visual Development (3)
- Entertainment Technology 24, 3D Fundamentals (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 94, Color Theory (2)

Required Concentration; select one of the following areas: (total of 15 or 16 units as specified)

**GROUP A: 2D ANIMATION CONCENTRATION: (16 units)**

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

or

**GROUP B: 3D ANIMATION CONCENTRATION: (16 units)**

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)  
 Entertainment Technology 30, Animation Project (4)

or

**GROUP C: 3D MODELING CONCENTRATION: (16 units)**

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)  
 Entertainment Technology 30, Animation Project (4)

or

**GROUP D: 3D RENDERING CONCENTRATION: (16 units)**

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

or

**GROUP E: DIGITAL EFFECTS CONCENTRATION: (15 units)**

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)  
 Entertainment Technology 80, Digital Effects Project (3)

or

**GROUP F: 3D GAME DESIGN CONCENTRATION: (16 units)**

Entertainment Technology 15, Beginning 3D Level Design (3)  
 Entertainment Technology 17, Advanced 3D Level Design (3)  
 Entertainment Technology 42, Principles of Game Development (3)  
 Entertainment Technology 44, Game Design/Play Mechanics (3)  
 Entertainment Technology 49, Game Development Project (4)

**ASSOCIATE IN ARTS DEGREE - 60 UNITS**

The Associate in Arts degree in Digital Media involves satisfactory completion of a minimum of 60 semester units with a C average or higher including at least 43 semester units in the Digital Media, Level 2 area of emphasis (articulated below), fulfillment of the Global Citizenship requirement, and fulfillment of all Santa Monica College general education requirements, CSU GE or IGETC.

\*Students must complete the area of emphasis (major) requirements in effect at the time enrollment begins or the requirements in effect at graduation as long as continuous enrollment is maintained.

**\*Continuous enrollment is defined as enrollment in each Fall and Spring semester until graduation.**

**At least 50% of the area of emphasis (major) units must be completed at Santa Monica College.**

**Each course in the area of emphasis (major) must be completed with a grade of C or higher.**

Students who successfully complete the Animation Certificate of Achievement or the Digital Media, Level 2 Certificate of Achievement may elect to receive an Associate in Arts degree. However, students must first satisfy additional general education requirements described in the Academics section of the catalog in addition to completing a Certificate of Achievement. For more information, refer to the SMC Transfer/Counseling Center's articulation webpage ([www.smc.edu/articulation](http://www.smc.edu/articulation)). Students who plan to transfer to a four year college are strongly encouraged to speak with an academic counselor.

**DIGITAL MEDIA, LEVEL 2 (43 units)**

Focusing on the design and implementation of digital media for the entertainment industry, the Digital Media, Level 2 Associate in Arts degree covers a range of audio and video production and post-production techniques.

This Associate in Arts requires that students first complete all of the Digital Media, Level 1 coursework in addition to the required courses for Digital Media, Level 2:

**Required Courses for Digital Media, Level 1:**

- Entertainment Technology 2, Storytelling (3)
- Entertainment Technology 3, Principles of Project Management (3)
- Entertainment Technology 18, Storyboarding (2)
- Entertainment Technology 31A, Digital Video Fundamentals (3)
- Entertainment Technology 37, Digital Imaging I (3)
- Entertainment Technology 40, Digital Audio Fundamentals (3)
- Entertainment Technology 94, Color Theory (2)
- Film Studies 1, Introduction to Cinema (3)

**Required Courses for Digital Media, Level 2:**

- Entertainment Technology 31B, Digital Video Editing (3)
- Entertainment Technology 32, Digital Compositing (3)
- Entertainment Technology 38, Digital Imaging II (3)
- Entertainment Technology 41, Digital Audio Editing (3)
- Entertainment Technology 58, Motion Graphics I (3)
- Entertainment Technology 59, Motion Graphics II (3)
- Entertainment Technology 60, Post-Production Project (3)

**CERTIFICATE OF ACHIEVEMENT**

\*Students must complete the area of emphasis (major) requirements in effect at the time enrollment begins or the requirements in effect at graduation as long as continuous enrollment is maintained.

**\*Continuous enrollment is defined as enrollment in each Fall and Spring semester until graduation.**

**At least 50% of the units required for Certificates of Achievement must be completed at Santa Monica College.**

**Students must receive a grade of C or higher in each course to successfully complete the Certificates of Achievement.**

**ANIMATION (49 units)**

The Certificate of Achievement in Animation is a comprehensive study of 2D and 3D animation techniques, taking four semesters of full-time study to complete. This certificate is granted upon completion of 58 required units listed in the Animation Associate in Arts degree.

**CERTIFICATE OF ACHIEVEMENT**

\*Students must complete the area of emphasis (major) requirements in effect at the time enrollment begins or the requirements in effect at graduation as long as continuous enrollment is maintained.

**\*Continuous enrollment is defined as enrollment in each Fall and Spring semester until graduation.**

**At least 50% of the units required for Certificates of Achievement must be completed at Santa Monica College.**

**Students must receive a grade of C or higher in each course to successfully complete the Certificates of Achievement.**

**DIGITAL MEDIA, LEVEL 1 (22 units)**

The purpose of the Digital Media, Level 1 Certificate of Achievement is to provide students with a comprehensive foundation in digital media tools. The certificate also focuses on traditional techniques of storytelling and visual communication.

This certificate requires that students complete all of the Digital Media, Level 1 coursework.

This certificate is granted upon completion of 22 required units listed in the Digital Media, Level 1 Associate in Arts degree.

**Required Courses for Digital Media, Level 1:**

- Entertainment Technology 2, Storytelling (3)
- Entertainment Technology 3, Principles of Project Management (3)
- Entertainment Technology 18, Storyboarding (2)
- Entertainment Technology 31A, Digital Video Fundamentals (3)
- Entertainment Technology 37, Digital Imaging I (3)
- Entertainment Technology 40, Digital Audio Fundamentals (3)
- Entertainment Technology 94, Color Theory (2)
- Film Studies 1, Introduction to Cinema (3)

**CERTIFICATE OF ACHIEVEMENT**

\*Students must complete the area of emphasis (major) requirements in effect at the time enrollment begins or the requirements in effect at graduation as long as continuous enrollment is maintained.

**At least 50% of the units required for Certificates of Achievement must be completed at Santa Monica College.**

**Students must receive a grade of C or higher in each course to successfully complete the Certificates of Achievement.**

**DIGITAL MEDIA, LEVEL 2 (43 units)**

Focusing on the design and implementation of digital media for the entertainment industry, the Digital Media, Level 2 Certificate of Achievement covers a range of audio and video production and post-production techniques.

This certificate is granted upon completion of 43 required units listed in the Digital Media, Level 1 and Level 2 Associate in Arts degree.

**DEPARTMENT CERTIFICATE**

The Design Technology Department offers a specialized Department Certificate in 2D Animation for students who successfully complete the required courses listed below.

\*Students must complete the area of emphasis (major) requirements in effect at the time enrollment begins or the requirements in effect at graduation as long as continuous enrollment is maintained.

**\*Continuous enrollment is defined as enrollment in each Fall and Spring semester until graduation.**

**At least 50% of the units required for Department Certificates must be completed at Santa Monica College.**

**Students must receive a grade of C or higher in each course to successfully complete the Department Certificate.**

**2D ANIMATION (16 units)****Required Courses:**

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

**DEPARTMENT CERTIFICATE**

The Design Technology Department offers a specialized Department Certificate in 3D Animation for students who successfully complete the required courses listed below.

\*Students must complete the area of emphasis (major) requirements in effect at the time enrollment begins or the requirements in effect at graduation as long as continuous enrollment is maintained.

**\*Continuous enrollment is defined as enrollment in each Fall and Spring semester until graduation.**

**At least 50% of the units required for Department Certificates must be completed at Santa Monica College.**

**Students must receive a grade of C or higher in each course to successfully complete the Department Certificate.**

**3D ANIMATION (16 units)**

## Required Courses:

- 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)
- Entertainment Technology 30, Animation Project (4)

**DEPARTMENT CERTIFICATE**

The Design Technology Department offers a specialized Department Certificate in 3D Modeling for students who successfully complete the required courses listed below.

\*Students must complete the area of emphasis (major) requirements in effect at the time enrollment begins or the requirements in effect at graduation as long as continuous enrollment is maintained.

**\*Continuous enrollment is defined as enrollment in each Fall and Spring semester until graduation.**

**At least 50% of the units required for Department Certificates must be completed at Santa Monica College.**

**Students must receive a grade of C or higher in each course to successfully complete the Department Certificate.**

**3D MODELING (16 units)**

## Required Courses:

- 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)
- Entertainment Technology 30, Animation Project (4)

**DEPARTMENT CERTIFICATE**

The Design Technology Department offers a specialized Department Certificate in Rendering for students who successfully complete the required courses listed below.

\*Students must complete the area of emphasis (major) requirements in effect at the time enrollment begins or the requirements in effect at graduation as long as continuous enrollment is maintained.

**\*Continuous enrollment is defined as enrollment in each Fall and Spring semester until graduation.**

**At least 50% of the units required for Department Certificates must be completed at Santa Monica College.**

**Students must receive a grade of C or higher in each course to successfully complete the Department Certificate.**

**3D RENDERING (16 units)**

## Required Courses:

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

**DEPARTMENT CERTIFICATE**

The Design Technology Department offers a specialized Department Certificate in Digital Effects for students who successfully complete the required courses listed below.

\*Students must complete the area of emphasis (major) requirements in effect at the time enrollment begins or the requirements in effect at graduation as long as continuous enrollment is maintained.

**\*Continuous enrollment is defined as enrollment in each Fall and Spring semester until graduation.**

**At least 50% of the units required for Department Certificates must be completed at Santa Monica College.**

**Students must receive a grade of C or higher in each course to successfully complete the Department Certificate.**

**DIGITAL EFFECTS (15 units)**

## Required Courses:

- Entertainment Technology 32, Digital Compositing (3)
- Entertainment Technology 63, Digital Tracking and Integration (3)
- Entertainment Technology 64, Digital Effects I (3)
- Entertainment Technology 65, Digital Effects II (3)
- Entertainment Technology 80, Digital Effects Project (3)

**DEPARTMENT CERTIFICATE**

The Design Technology Department offers a specialized Department Certificate in Game Design for students who successfully complete the required courses listed below.

\*Students must complete the area of emphasis (major) requirements in effect at the time enrollment begins or the requirements in effect at graduation as long as continuous enrollment is maintained.

**\*Continuous enrollment is defined as enrollment in each Fall and Spring semester until graduation.**

**At least 50% of the units required for Department Certificates must be completed at Santa Monica College.**

**Students must receive a grade of C or higher in each course to successfully complete the Department Certificate.**

**GAME DESIGN (16 units)**

## Required Courses:

- Entertainment Technology 15, Beginning 3D Level Design (3)
- Entertainment Technology 17, Advanced 3D Level Design (3)
- Entertainment Technology 42, Principles of Game Development (3)
- Entertainment Technology 44, Game Design/Play Mechanics (3)
- Entertainment Technology 49, Game Development Project (4)

## SUGGESTED ANIMATION CERTIFICATE OF ACHIEVEMENT SEQUENCE (49-50 UNITS)

### SEMESTER 1

ET 2, Storytelling (3)  
 ET 18, Digital Storyboarding (3)  
 ET 24, 3D Fundamentals (4)  
 ET 91, Perspective Drawing (2)  
 ET 94, Color Theory (2)

### INTERSESSION 1

ET 61, History of Animation (3)

### SEMESTER 2

ET 31A, Digital Video Fundamentals (3)  
 ET 37, Digital Imaging for Design (3)

And one of the following concentrations:

#### GROUP A CONCENTRATION:

ET 19A, Beginning 2D Animation (3)  
 ET 34, Web Animation 1 (3)

**or**

#### GROUP B CONCENTRATION:

ET 19A, Beginning 2D Animation (3)  
 ET 24B, 3D Character Animation 1 (3)

**or**

#### GROUP C CONCENTRATION:

ET 25, 3D Modeling (3)

**or**

#### GROUP D CONCENTRATION:

ET 25, 3D Modeling (3)  
 ET 32, Digital Compositing (3)

**or**

#### GROUP E CONCENTRATION:

ET 32, Digital Compositing (3)  
 ET 64, Digital Effects 1 (3)

**or**

#### GROUP F CONCENTRATION:

ET 15, Beginning 3D Level Design (3)  
 ET 42, Principles of Game Development (3)

### INTERSESSION 2

ET 3, Project Management (3)

### SEMESTER 3

ET 20, Visual Development (3)  
 ET 40, Digital Audio Fundamentals (3)

And one of the following concentrations:

#### GROUP A CONCENTRATION:

ET 19B, Advanced 2D Animation (3)  
 ET 75, Digital Production for 2D Animation (3)

**or**

#### GROUP B CONCENTRATION:

ET 19B, Advanced 2D Animation (3)  
 ET 24C, 3D Character Animation (3)

**or**

#### GROUP C CONCENTRATION:

ET 25B, 3D Character Creation (3)  
 ET 25C, 3D Character Rigging (3)

**or**

#### GROUP D CONCENTRATION:

ET 26, 3D Rendering (3)  
 ET 38, Digital Imaging for Design 2 (3)

**or**

#### GROUP E CONCENTRATION:

ET 63, Digital Tracking and Integration (3)  
 ET 65, Digital Effects 2 (3)

**or**

#### GROUP F CONCENTRATION:

ET 17, Advanced 3D Level Design (3)  
 ET 44, Game Design/Play Mechanics (3)

### INTERSESSION 3

ET 72, Career Development (2)

### SEMESTER 4

#### GROUP A-D CONCENTRATION:

ET 30, Animation Project (4)

**or**

#### GROUP E CONCENTRATION:

ET 80, Digital Effects Project (3)

**or**

#### GROUP F CONCENTRATION:

ET 49, Game Development Project (4)