



A Course of Study for
ENTERTAINMENT TECHNOLOGY (AS)
Associate 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 Development, Post-Production and Visual 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.

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

ASSOCIATE DEGREE - 60 UNITS

The Associate degree involves satisfactory completion of a minimum of 60 semester units with a C average or higher including the required units in the 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.

Catalog rights dictate that a student may satisfy the requirements of a degree or certificate by completing the general education and major/area of emphasis requirements in effect at any time of their continuous enrollment. Continuous enrollment is defined as enrollment in consecutive Fall and Spring semesters until completion.

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.

ANIMATION (49 units)

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

Program Learning Outcomes: Upon completion of the program, students will be able to develop original and effective animation projects using industry-standard tools and methodologies.

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 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)
- Graphic Design 64**, Digital Imaging for Design I (3) *(formerly same as Entertainment Technology 37)*

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 I (3)
- Entertainment Technology 75**, Digital Production for 2D Animation (3)

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)

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)

GROUP D: 3D Rendering Concentration: (16 units)

- 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)

GROUP E: Digital Effects Concentration: (15 units)

- Entertainment Technology 32**, Digital Compositing (3)
- Entertainment Technology 63**, Digital Tracking & Integration (3)
- Entertainment Technology 64**, Digital Imaging for Design I (3)

- Entertainment Technology 65**, Digital Effects II (3)

or

- Entertainment Technology 33**, Advanced Digital Compositing (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)

Additional general education and graduation requirements for the Associate degree from Santa Monica College are listed on a separate sheet in the Transfer/Counseling Center, as well as online (go to www.smc.edu/articulation).

DIGITAL MEDIA (44 units)

This program provides students with a comprehensive, hands-on education using industry-standard digital media tools. Focusing on the design and implementation of digital media for the entertainment industry, this program covers a range of real-world audio and video production and post-production techniques as well as traditional principles of storytelling and visual communication.

Program Learning Outcomes: Upon completion of the program, students will be able to develop original and effective digital media projects using industry-standard tools and methodologies.

Required Courses:

Entertainment Technology 2, Storytelling (3)

Entertainment Technology 3, Principles of Project Management (3)

Entertainment Technology 18, Digital Storyboarding (3)

Entertainment Technology 31A, Digital Video Fundamentals (3)

Entertainment Technology 31B, Digital Video Editing (3)

Entertainment Technology 32, Digital Compositing (3)

Entertainment Technology 38, Digital Imaging for Design 2 (3)

Entertainment Technology 40, Digital Audio Fundamentals (3)

Entertainment Technology 41, Digital Audio Post Editing (3)

or

Entertainment Technology 41M, Digital Music Production (3)

Entertainment Technology 60, Post Production Project (3)

Entertainment Technology 94, Color Theory and Application (2)

Film Studies 1, Film Appreciation: Introduction to Cinema (3)

Graphic Design 64, Digital Imaging for Design I (3) *(formerly same as Entertainment Technology 37)*

Graphic Design 71, Motion Graphics 1 (3)

Graphic Design 71B, Motion Graphics 2 (3)

Additional general education and graduation requirements for the Associate degree from Santa Monica College are listed on a separate sheet in the Transfer/Counseling Center, as well as online (go to www.smc.edu/articulation).

CERTIFICATE OF ACHIEVEMENT

Catalog rights dictate that a student may satisfy the requirements for a certificate of achievement by completing the major/area of emphasis requirements in effect at any time during the student's continuous enrollment. Continuous enrollment is defined as enrollment in consecutive Fall and Spring semesters until completion.

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)

A Certificate of Achievement is granted upon completion of the required courses listed under the Associate degree.

Students who successfully complete this Certificate of Achievement may elect to receive an Associate degree by satisfying additional general education requirements listed on the Associate degree.

DIGITAL MEDIA (44 units)

A Certificate of Achievement is granted upon completion of the required courses listed under the Associate degree.

Students who successfully complete this Certificate of Achievement may elect to receive an Associate degree by satisfying additional general education requirements listed on the Associate degree.

DEPARTMENT CERTIFICATE

Catalog rights dictate that a student may satisfy the requirements of a certificate by completing the major/area of emphasis requirements in effect at any time of their continuous enrollment. Continuous enrollment is defined as enrollment in consecutive Fall and Spring semesters until completion.

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)

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

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 I (3)
- Entertainment Technology 75**, Digital Production for 2D Animation (3)

3D ANIMATION (16 units)

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

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)

3D MODELING (16 units)

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

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)

3D RENDERING (16 units)

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

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)

DIGITAL EFFECTS (15 units)

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

Required Courses:

Entertainment Technology 32, Digital Compositing (3)
Entertainment Technology 63, Digital Tracking and Integration (3)
Entertainment Technology 64, Digital Imaging for Design I (3)

Entertainment Technology 65, Digital Effects II (3)

or

Entertainment Technology 33, Advanced Digital Compositing (3)

Entertainment Technology 80, Digital Effects Project (3)

GAME DESIGN (16 units)

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

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)

VISUAL DEVELOPMENT (16 units)

This program provides a comprehensive understanding of the visual development process used in the entertainment industry. Emphasis is placed on form, composition, color, value and lighting. Students learn to design professional quality characters and worlds for a variety of entertainment projects using art styles that range from realistic to stylize.

Program Learning Outcomes: Upon completion of the program, students will demonstrate a comprehensive understanding of the visual development process used in the entertainment industry by developing an effective design portfolio for entry-level employment.

Required Courses:

Entertainment Technology 21A, Character Design (3)
Entertainment Technology 21B, Environment Design (3)
Entertainment Technology 21C, Prop and Vehicle Design (3)
Entertainment Technology 30, Animation Project (4)
Entertainment Technology 38, Digital Imaging for Design 2 (3)

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

SEMESTER 1

- Entertainment Technology 2**, Storytelling (3)
- Entertainment Technology 18**, Digital Storyboarding (3)
- Entertainment Technology 24**, 3D Fundamentals (4)
- Entertainment Technology 91**, Perspective Drawing (2)
- Entertainment Technology 94**, Color Theory and Application (2)

INTERSESSION 1

- Entertainment Technology 61**, History of Animation (3)
(same as Graphic Design 74)

SEMESTER 2

- Entertainment Technology 31A**, Digital Video Fundamentals (3)
- Graphic Design 64**, Digital Imaging for Design I (3)

And one of the following concentrations:

GROUP A CONCENTRATION:

- Entertainment Technology 19A**, Beginning 2D Animation (3)
- Entertainment Technology 34**, Web Animation I (3)

GROUP B CONCENTRATION:

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

GROUP C CONCENTRATION:

- Entertainment Technology 25**, 3D Modeling (3)

GROUP D CONCENTRATION:

- Entertainment Technology 25**, 3D Modeling (3)
- Entertainment Technology 32**, Digital Compositing (3)

GROUP E CONCENTRATION:

- Entertainment Technology 32**, Digital Compositing (3)
- Entertainment Technology 64**, Digital Imaging for Design I (3)

GROUP F CONCENTRATION:

- Entertainment Technology 15**, Beginning 3D Level Design (3)
- Entertainment Technology 42**, Principles of Game Development (3)

INTERSESSION 2

- Entertainment Technology 3**, Principles of Project Management (3)

SEMESTER 3

- Entertainment Technology 20**, Visual Development (3)
- Entertainment Technology 40**, Digital Audio Fundamentals (3)

And one of the following concentrations:

GROUP A CONCENTRATION:

- Entertainment Technology 19B**, Advanced 2D Animation (3)
- Entertainment Technology 75**, Digital Production for 2D Animation (3)

GROUP B CONCENTRATION:

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

GROUP C CONCENTRATION:

- Entertainment Technology 25B**, 3D Character Creation (3)
- Entertainment Technology 25C**, 3D Character Rigging (3)

GROUP D CONCENTRATION:

- Entertainment Technology 26**, 3D Rendering (3)
- Entertainment Technology 38**, Digital Imaging for Design 2 (3)

GROUP E CONCENTRATION:

- Entertainment Technology 63**, Digital Tracking and Integration (3)
- Entertainment Technology 65**, Digital Effects II (3)

GROUP F CONCENTRATION:

- Entertainment Technology 17**, Advanced 3D Level Design (3)
- Entertainment Technology 44**, Game Design/Play Mechanics (3)

INTERSESSION 3

- Entertainment Technology 72**, Career Development (2)

SEMESTER 4

GROUP A-D CONCENTRATION:

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

GROUP E CONCENTRATION:

- Entertainment Technology 80**, Digital Effects Project (3)

GROUP F CONCENTRATION:

- Entertainment Technology 49**, Game Development Project (4)