



*A Course of Study for*

## **ENTERTAINMENT TECHNOLOGY**

---

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 *academy.smc.edu*.

### **PROGRAMS OFFERED**

- Animation Associate Degree
- Digital Media Associate Degree
- Animation Certificate of Achievement
- Digital Media Certificate of Achievement
- 2D Animation Department Certificate
- 3D Animation Department Certificate
- 3D Modeling Department Certificate
- 3D Rendering Department Certificate
- Digital Effects Department Certificate
- 3D Game Design Department Certificate (*formerly Game Design and Game Development*)

### **ASSOCIATE DEGREE REQUIREMENTS**

An Associate degree is granted upon successful completion of a program of study with a minimum overall grade point average (GPA) of 2.0 © and a minimum of **60 degree applicable semester units**, including:

- Completion of the area of emphasis with a grade of C or higher in each course, or with a P if the course was taken on a Pass/No Pass basis, and the P is equal to a C or higher;
- Completion of at least 50% of area of emphasis units at Santa Monica College;
- Completion of one of the following general education patterns: SMC GE, CSU GE, or IGETC;
- Completion of the SMC Global Citizenship graduation requirement.

### **CERTIFICATE OF ACHIEVEMENT REQUIREMENTS**

A Certificate of Achievement is granted upon successful completion of a program of study with a minimum overall grade point average (GPA) of 2.0 © and a **designated minimum number of units**, including:

- Completion of the area of emphasis with a grade of C or higher in each course, or with a P if the course was taken on a Pass/No Pass basis, and the P is equal to a C or higher;
- Completion of at least 50% of area of emphasis units at Santa Monica College;

**DEPARTMENT CERTIFICATE REQUIREMENTS**

A Department Certificate is granted upon successful completion of a program of study with a **designated minimum number of units**, including:

- Completion of the area of emphasis with a grade of C or higher in each course, or with a P if the course was taken on a Pass/No Pass basis, and the P is equal to a C or higher;
- Completion of at least 50% of area of emphasis units at Santa Monica College;

Note: Department Certificates are not noted on student transcripts. Students must submit a petition to the relevant academic department to be awarded a Department Certificate.

**CATALOG RIGHTS**

A student may satisfy the requirements of a degree that were in effect at any time of the student's **continuous** enrollment. Continuous enrollment is defined as enrolment in consecutive Fall and Spring semesters until completion.

## ANIMATION, ASSOCIATE DEGREE OR CERTIFICATE OF ACHIEVEMENT

This program involves a comprehensive study of 2D and 3D animation techniques, taking four semesters of full-time study to complete. The major coursework combines a strong foundation in storytelling and traditional animation with hands-on experience in digital animation pre-production and production processes.

After successfully completing the introductory courses, students pursue areas of concentration that reflect industry specializations. The current areas of concentration include 2D Animation, 3D Animation, 3D Modeling, 3D Rendering, Digital Effects, Game Development, and Visual Development. These areas of concentration are also offered as individual department certificates.

The Animation curriculum is designed to meet the changing needs of the entertainment industry, offering courses that are in-depth and rigorous. Students learn to develop professional skills, to demonstrate those skills in effective entry-level portfolios, and to work collaboratively on team-based projects. Students may also participate in internships with industry partners when available.

**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.

### AREA OF EMPHASIS: (50 UNITS)

Required Core Courses: (34 units)

- ET 2, Storytelling (3)
- ET 3, Principles of Project Management (3)
- ET 18, Storyboarding (3)
- ET 20, Visual Development (3)
- ET 24, 3D Fundamentals I (4)
- ET 31A, Digital Video Fundamentals (3)
- ET 40, Digital Audio Fundamentals (3)
- ET 61, History of Animation (3)
- ET 72, Career Exploration (2)
- ET 91, Perspective Drawing (2)
- ET 94, Color Theory (2)
- GR DES 64, Digital Imaging for Design I (3)

Required Concentration; Select 1 of the following concentrations (minimum of 16 units as specified)

GROUP A: 2D Animation Concentration: (16 units)

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

GROUP B: 3D Animation Concentration: (16 units)

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

**GROUP C: 3D Modeling Concentration: (16 units)**

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

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

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

**GROUP E: Digital Effects Concentration: (16 units)**

- ET 30, Animation Project (4)
- ET 32, Digital Compositing (3)
- ET 33, Advanced Digital Compositing (3)
- ET 63, Digital Tracking and Integration (3)
- ET 64, Digital Effects I (3)

**GROUP F: Game Development Concentration: (16 units)**

- ET 13, 2D Game Prototyping (3)
- ET 15, Beginning 3D Level Design (3)
- ET 30, Animation Project (4)
- ET 42, Principles of Game Development (3)
- ET 44, Game Design/Play Mechanics (3)

**GROUP G: Visual Development Concentration: (16 units)**

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

## DIGITAL MEDIA, ASSOCIATE DEGREE OR CERTIFICATE OF ACHIEVEMENT

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.

### AREA OF EMPHASIS: (44 UNITS)

#### Required Courses:

- ET 2, Storytelling (3)
- ET 3, Principles of Project Management (3)
- ET 18, Digital Storyboarding (3)
- ET 31A, Digital Video Fundamentals (3)
- ET 31B, Digital Video Editing (3)
- ET 32, Digital Compositing (3)
- ET 38, Digital Imaging for Design 2 (3)
- ET 40, Digital Audio Fundamentals (3)
- 
- ET 41, Digital Audio Post Production (3)
- or*
- ET 41M, Digital Music Production (3)
- 
- ET 60, Post Production Project (3)
- ET 94, Color Theory and Application (2)
- FILM 1, Film Appreciation: Introduction to Cinema (3)
- GR DES 64, Digital Imaging for Design I (3) *(formerly ET 37)*
- GR DES 71, Motion Graphics 1 (3) *(formerly same as ET 58)*
- GR DES 71B, Motion Graphics 2 (3) *(formerly same as ET 59)*

## 2D ANIMATION, DEPARTMENT CERTIFICATE

This program provides a comprehensive understanding of the 2D animation process used in the entertainment industry. Students learn to create professional quality character animations for a variety of entertainment projects using art styles that may range from realistic to stylized.

**Program Learning Outcomes:** Upon completion of the program, students will demonstrate a comprehensive understanding of the 2D animation process used in the entertainment industry by developing an effective animation portfolio for entry-level employment.

### AREA OF EMPHASIS: (16 UNITS)

#### Required Courses:

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

**3D ANIMATION, DEPARTMENT CERTIFICATE**

This program provides an understanding of the 3D animation process used in the entertainment industry. Students learn to animate 3D characters and props for a variety of entertainment projects that range from realistic to stylized.

**Program Learning Outcomes:** Upon completion of the program, students will demonstrate a comprehensive understanding of the 3D animation process used in the entertainment industry by developing an effective animation portfolio for entry-level employment.

**AREA OF EMPHASIS: (16 UNITS)****Required Courses:**

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

**3D MODELING, DEPARTMENT CERTIFICATE**

This program provides an understanding of the 3D modeling process used in the entertainment industry. Students learn to create 3D character, prop and environment models for a variety of entertainment projects that range from realistic to stylized.

**Program Learning Outcomes:** Upon completion of the program, students will demonstrate a comprehensive understanding of the 3D modeling process used in the entertainment industry by developing an effective design portfolio for entry-level employment.

**AREA OF EMPHASIS: (16 UNITS)****Required Courses:**

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

**3D RENDERING, DEPARTMENT CERTIFICATE**

This program provides an understanding of the 3D rendering process used in the entertainment industry. Students learn to shade, texture and light 3D scenes for a variety of entertainment projects that range from realistic to stylized.

**Program Learning Outcomes:** Upon completion of the program, students will demonstrate a comprehensive understanding of the 3D rendering process used in the entertainment industry by developing an effective design portfolio for entry-level employment.

**AREA OF EMPHASIS: (16 UNITS)****Required Courses:**

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

**DIGITAL EFFECTS, 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.

**AREA OF EMPHASIS: (15 UNITS)****Required Courses:**

- ET 30, Animation Project (4)
- ET 32, Digital Compositing (3)
- ET 33, Advanced Digital Compositing (3)
- ET 63, Digital Tracking and Integration (3)
- ET 64, Digital Effects I (3)

**GAME DEVELOPMENT (FORMERLY GAME DESIGN), DEPARTMENT CERTIFICATE**

This program provides an understanding of the game development process used in the entertainment industry. Students learn to effectively analyze gameplay elements and to develop original 2D and 3D game prototypes.

**Program Learning Outcomes:** Upon completion of the program, students will demonstrate a comprehensive understanding of the game development process used in the entertainment industry by developing original 2D and 3D game prototypes.

**AREA OF EMPHASIS: (16 UNITS)****Required Courses:**

- ET 13, 2D Game Prototyping (3)
- ET 15, Beginning 3D Level Design (3)
- ET 30, Animation Project (4)
- ET 42, Principles of Game Development (3)
- ET 44, Game Design/Play Mechanics (3)

**VISUAL DEVELOPMENT, DEPARTMENT CERTIFICATE**

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 stylized.

**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.

**AREA OF EMPHASIS: (16 UNITS)****Required Courses:**

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

**UGGESTED ANIMATION COURSE SEQUENCE****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) *(same as GR DES 74)*

**SEMESTER 2**

ET 31A, Digital Video Fundamentals (3)  
 GR DES 64, Digital Imaging for Design I (3)

And one of the following concentrations:

**GROUP A CONCENTRATION:**

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

**GROUP B CONCENTRATION:**

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

**GROUP F CONCENTRATION:**

ET 49, Game Development Project (4)