

**Santa Monica College and The Art Institute of California, a college of Argosy University
Entertainment Technology - Associate in Animation → Bachelor of Science Media Arts & Animation**

Transfer Summary:

- Left Column: Identifies Santa Monica Colleges Associate in Animation degree requirements
- Right Column: Identifies how Santa Monica Colleges Associate in Animation courses transfer and apply to the Art Institute of California's Bachelor of Science in Media Arts & Animation degree requirements
- Associate degree requirements and course descriptions can be found at:
<http://www.smc.edu/CollegeCatalog/Pages/default.aspx>

SMC Animation		Ai CA BS Media Arts & Animation	
SMC Required Courses (49 semester units)			
Entertainment Technology 2 Storytelling	3		
Entertainment Technology 3 Principles of Project Management	3	MA3300 Media Management (Elective 1)	3
Entertainment Technology 18 Digital Storyboarding	3	MA2202 Storyboarding for Animation	3
Entertainment Technology 20 Visual Development	3	MA1131 Conceptual Storytelling	3
Entertainment Technology 24 3D Fundamentals	4	MA1134 Principles of 3-D Modeling	3
Entertainment Technology 31A Digital Video Fundamentals	3	MM1134 Introduction to Video (Elective 3)	3
Entertainment Technology 37 Digital Imaging I	3	FS122 Image Manipulation	3
Entertainment Technology 40 Digital Audio Fundamentals	3	MA2214 Audio for Animation (Elective 2)	3
Entertainment Technology 61 History of Animation	3	MA1121 Language of Animation & Film	3
Entertainment Technology 72 Career Development	2	FS497 Portfolio II	2
Entertainment Technology 91 Perspective Drawing	2	FS111 Drawing, Proportion & Perspective	3
Entertainment Technology 94 Color Theory	2	FS103 Color Theory	3
SMC Required Concentration; select one of the following areas (minimum of 15-16 semester units):			
Group A: 2D Animation Concentration (16 semester units)			
Entertainment Technology 19A Beginning 2D Animation	3	MA1133 2-D Animation Principles	3
Entertainment Technology 19B Advanced 2D Animation	3	MA2203 2-D Animation	3
Entertainment Technology 30 Animation Project	4	MA2210 Directed Study (Elective 3)	3
Entertainment Technology 34 Web Animation I	3	MA3306 Web Animation	3
Entertainment Technology 75 Digital Production for 2D Animation	3	MA4414 Studio Production	3
Group B: 3D Animation Concentration (16 semester units)			
Entertainment Technology 19A Beginning 2D Animation	3	MA1133 2-D Animation Principles	3
Entertainment Technology 19B Advanced 2D Animation	3	MA2203 2-D Animation	3
Entertainment Technology 24B 3D Character Animation	3	MA3324 Character Animation	3
Entertainment Technology 24C Advanced 3D Character Animation	3	MA4423 Advanced Character Animation	3
Entertainment Technology 30 Animation Project	4	MA2210 Directed Study (Elective 3)	3
Group C: 3D Modeling Concentration (16 semester units)			
Entertainment Technology 25 3D Modeling	3	GA 3324 Character Modeling	3
Entertainment Technology 25B 3D Character Creation	3		
Entertainment Technology 25C 3D Character Rigging	3	GA3314 3-D Character Rigging	3
Entertainment Technology 26 3D Rendering	3	GA3311 Material & Lighting	3
Entertainment Technology 30 Animation Project	4	MA2210 Directed Study (Elective 4)	3
Group D: 3D Rendering (16 semester units)			
Entertainment Technology 25 3D Modeling	3	GA 3324 Character Modeling	3
Entertainment Technology 26 3D Rendering	3	GA3311 Material & Lighting	3
Entertainment Technology 30 Animation Project	4	MA3323 Pre-Prod.	3
Entertainment Technology 32 Digital Compositing	3	MA3316 Compositing	3
Entertainment Technology 38 Digital Imaging for Design 2	3	MA3312 Advanced Lighting & Texture	3

Group E: Digital Effects (16 semester units)			
Entertainment Technology 32 Digital Compositing	3	MA3316 Compositing	3
Entertainment Technology 63 Digital Tracking & Integration	3	EM3381 Visual Effects: Matchmoving (Elective 3)	3
Entertainment Technology 64 Digital Effects I	3	MA3322 3-D Visual Effects	3
Entertainment Technology 65 Digital Effects II <u>OR</u>		N/A	
Entertainment Technology 33 Advanced Digital Compositing	3	EM3394 Intermediate 3D Vis. Effects	3
Entertainment Technology 80 Digital Effects Project	3	MA2210 Directed Study (Elective 3)	3
Group F: 3D Game Design Concentration (16 semester units)			
Entertainment Technology 15 Beginning 3D Level Design	3	MA2205 Beginning 3-D Animation	3
Entertainment Technology 17 Advanced 3D Level Design	3	GA3322 Advanced Level Design	3
Entertainment Technology 42 Principles of Game Development	3	GA1121 Survey of the Game Industry	3
Entertainment Technology 44 Game Design/Play Mechanics	3	GA2201 Game Design & Game Play	3
Entertainment Technology 49 Game Development Project	4	GA2502 Game Asset Development	3
IGETC Requirements			
English Communication			
English Composition 1	3	HU110 College English	4
English Composition 2	3	Lower Division General Education Requirement	4
Communications 11, 12, 16, 21	3	HU111 Effective Speaking	4
Mathematical Concepts and Quantitative Reasoning			
MATH 2, 7, 8, 10, 11, 13, 15, 21, 26, 28, 29, 54	3	Mathematics Requirement	4
Arts and Humanities – at least three courses (9 semester units) with at least one course from the Arts and one course from the Humanities			
<i>Art (must have at least one course from the following):</i> Art 72, 79; Art History 1, 2, 3, 11, 15, 17, 18, 21, 22, 71, 72; Dance 2, 5; English 55; Film Studies 1, 2, 6, 8; Music 1, 30, 31-33, 35, 36, 37, 39; Photography 52; Theatre Arts 2, 5, 7			
<i>Humanities (must have at least one course from the following):</i> American Sign Language 2; Art History 18; Chinese 2, 3, 4, 9; Communication Studies 12; Economics 15; English 3-10, 14, 15, 17, 26,34, 38-41, 45, 50-59; Environmental Studies 20; Film Studies 2, 5-7, 11; French 2-4; German 2-4; Hebrew 2; History 1-6, 10-13, 15, 16, 19-22, 24-26, 29, 33, 34, 38, 39, 41, 42, 43, 45, 46, 52, 53, 55, 62; Humanities 26; Italian 2, 3; Japanese 2-4; Korean 2-4; Persian 2; Philosophy 1-6, 10, 11, 20, 22-24, 41, 48, 51, 52; Photography 52; Political Science 51, 52; Religious Studies 51, 52; Russian 2; Spanish 2- 4, 9, 12, 20; Theatre Arts 7			
Social and Behavioral Sciences – at least three courses (9 semester units), selected from at least two disciplines:			
Anthropology 2 3 7 14 19-22; Communication Studies 35, 37; Early Childhood Education 11, 18; Economics 1, 2, 5, 6, 15; Environmental Studies 7; Geography 2, 7, 8, 11, 14; Global Studies 5, 10, 11; History 15, 28, 42, 48, 55; Media Studies 1, 10; Nutrition 7; Philosophy 48, 51,52; Political Science 1,2, 5, 7 8 14, 21-23, 28, 31, 47, 51, 52; Psychology 1, 3, 6, 11, 13, 14, 18, 19 25, 40; Sociology 1, 1S, 2, 2S, 4, 12, 30-34 34; Spanish 20; Urban Studies 8; Women’s Studies 10, 20, 30		Lower Division Social & Behavioral Sciences Requirement	
Physical and Biological Sciences – two courses required (7 semester units; one course is required from 5A and one from 5B; one course from 5A or 5B must			

include a lab (underlined courses listed in Area 5A and 5B fulfill the lab requirement):		
5	<i>Physical Science Courses:</i> Astronomy 1, 2, <u>3</u> , <u>4</u> , 5; Chemistry <u>9-12</u> , 21, 22, <u>24</u> , <u>31</u> ; Geography 1, 3, <u>5</u> ; Geology 1, <u>4</u> , <u>5</u> , 31; Physics <u>6-9</u> , 12, 14, <u>21-23</u>	
5	<i>Biological Science Courses:</i> Anatomy <u>1</u> , <u>2</u> ; Anthropology 1, <u>5</u> , 9; Biology 2, <u>3</u> , <u>4</u> , 9, 15, 15N, <u>21-23</u> , 75N; Botany <u>1</u> ; Microbiology <u>1</u> ; Physiology <u>3</u> ; Psychology 2; Zoology 5	
Total Degree Credits		86-87
Total Quarter Credits		68-71