



2011-2012 Career Planning Guide

VCT Digital Illustration/Animation Level II

Shoreline Community College
16101 Greenwood Avenue North
Shoreline, WA 98133

Length of Program: 16 credits
Completion Award: Certificate of Completion
Program Advisors: Christine Shafner, (206)546-4667, Rm 2054,
cshafner@shoreline.edu

Approximate Quarterly Costs

Check quarterly class schedule for Tuition Table
Parking Fee per Quarter: \$15
Books supplies etc: Varies per quarter, Approximately \$200.
Additional Instruction Fees: \$25-85
Enrollment: FWSpSu

NOTE: Certificates of Completion are designed for students who are adding areas of knowledge to their VCT AAAS Specializations. Please note that courses listed in concentrations have prerequisites that expand the total credits required. However, prerequisites may be waived at the VCT advisor's discretion based on student experience or portfolio presentation. Courses may be substituted or waived by the program faculty advisor.

PROGRAM DESCRIPTION

The certificate is designed for students requiring an accelerated course of study and achievement in graphics production including planning, design and creation of digital 2-D graphics and 3-D animation. Students work in current industry software in both vector-based and pixel-based applications, acquire essential design, illustration and problem-solving skills and learn how to manage graphics projects and understand how to print or output graphics correctly.

PROGRAM OUTCOMES

Prepares students for using concept development procedures and visual communication problem solving in image production environments. Use computer software applications for creation of illustrations and other graphic material for a variety of production outcomes. Demonstrate a knowledge of color, perspective, line quality, and other illustrative factors. Explain 3-D concept development, construction, modeling, texture mapping and animation.

**Career Ladder Short Term Programs:
VCT Digital Illustration/Animation Level II**

CAREER OPPORTUNITIES

Students who complete the certificate program may find employment in a variety of settings including advertising agencies, publication houses, graphics departments, news agencies, photography studios, print shops, and even freelance employment. This certificate is also a fundamentally important base for those interested in pursuing careers within the gaming, game design, and animation industry.

POTENTIAL POSITIONS

Illustrator, Animator, Game Artist, Photo-retoucher, Graphic Artist, Advertising Agency positions (including support staff), numerous positions in publication houses, educational-visual staff and other visual communications services, public relations firms, news agencies and print shops.

PROGRAM PREREQUISITES

ART 131, VCT 124, VCT 125, VCT 134, VCT 136, VCT 135 or portfolio review.

PROGRAM REQUIREMENTS

VCT 274	Flash II: Interface Design	4 credits
VCT 276	3-D Modeling w/Maya	4 credits
VCT 277	3-D Animation w/Maya	4credits
VCT 234	Adv. Digital Illustr	4 credits
	Total	16 credits

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