

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 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.

DEPARTMENT CERTIFICATES

The Design Technology Department offers specialized Department Certificates for students who successfully complete the required courses listed below. Students must receive a C (2.0) grade or higher in each course to receive the Department Certificate.

Department Certificate in Digital Effects (15 Units)

- 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 in Game Design (15 Units)

- Entertainment Technology 13, Game Prototyping (3)
- Entertainment Technology 15, 3D Game Prototyping (3)
- Entertainment Technology 42, Principles of Game Development (2)
- Entertainment Technology 44, Game Design/Play Mechanics (3)
- Entertainment Technology 49, Game Development Project (4)

CERTIFICATES OF ACHIEVEMENT

The Entertainment Technology program currently offers comprehensive Certificates of Achievement in Animation and Digital Media. Students must receive a grade of C (2.0) or higher in each course to successfully complete any of Certificates of Achievement. Students must complete major requirements in effect at the time enrollment begins or major requirements in effect at graduation as long as continuous enrollment is maintained. See page 42 for definition of continuous enrollment.

Certificate of Achievement in Animation (58 Units)

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

Required courses:

- Entertainment Technology 2, Storytelling (3)
- Entertainment Technology 3, Principles of Project Management (3)
- Entertainment Technology 18, Storyboarding (2)
- Entertainment Technology 19A, 2D Animation I (2)
- Entertainment Technology 19B, 2D Animation II (2)
- Entertainment Technology 20, Visual Development (3)
- Entertainment Technology 24, 3D Fundamentals (4)
- Entertainment Technology 24B, 3D Character Animation (3)

Entertainment Technology 25, 3D Modeling and Rigging (4)
Entertainment Technology 26, 3D Rendering (4)
Entertainment Technology 30, Animation Project (4)
Entertainment Technology 31A, Digital Video Fundamentals (3)
Entertainment Technology 37, Digital Imaging I (3)
Entertainment Technology 61, History of Animation (3)
Entertainment Technology 40, Digital Audio Fundamentals (3)
Entertainment Technology 72, Career Exploration (2)
Entertainment Technology 91, Perspective Drawing (2)
Entertainment Technology 92, Figure in Motion (3)
Entertainment Technology 94, Color Theory (2)

Required electives (total of 3 units):

Entertainment Technology 23, 2D Character Animation (3)
Entertainment Technology 31B, Digital Video Editing (3)
Entertainment Technology 32, Digital Compositing (3)
Entertainment Technology 34, Web Animation I (3)
Entertainment Technology 38, Digital Imaging II (3)
Entertainment Technology 41, Digital Audio Editing (3)
Entertainment Technology 63, Digital Tracking & Integration (3)
Entertainment Technology 64, Digital Effects I (3)
Entertainment Technology 75, Digital Production for 2D Animation (3)
Entertainment Technology 89, Figure Drawing (1)
Entertainment Technology 93, Quick-Sketch/Rapid Visualization (1)
Entertainment Technology 95, Animal Drawing (2)
Entertainment Technology 96, Costumed Figure Drawing (2)
Entertainment Technology 97, Advanced Figure in Motion (3)

Certificate of Achievement in 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.

Required courses:

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 in 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 requires that students complete all of the Digital Media, Level 1 coursework in addition to the following courses:

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)

ASSOCIATE IN ARTS DEGREE

Students who successfully complete the Animation Certificate of Achievement or the Digital Media, Level 2 Certificate of Achievement may elect to receive an A.A. degree. However, students must first satisfy additional General Education requirements described in the Academics section of this 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/transfer/articulation). Students who plan to transfer to a four year college are strongly encouraged to speak with an academic counselor.