

## **PATHWAY OVERVIEW**

Our Animation Pathway is for all students interested in computer-generated three-dimensional modeling and texturing. Students will learn techniques to create virtual models of environments, buildings, machines, vehicles, people, and animals used for computer animation, interactive games, and design visualization. The course fulfills the UC and CSU freshman eligibility requirement in Visual Performing Arts and completes the VAPA graduation requirement. After completing this course, students may continue down the Visual Art Pathway.

# **COURSE SEQUENCE**



**ANIMATION I** 



**DIGITAL ANIMATION** 



ADVANCED DIGITAL ANIMATION

# **ANIMATION LABOR MARKET**



## LABOR DEMAND

The top 3 careers in this field are:

- 3D Modeler
- Visual Development Artist
- Character Technical Director



#### **SALARY RANGE**

The average annual salaries are:

- 3D Modeler \$77,707
- Visual Development Artist \$90,691
- Character Technical Director \$104,000



#### **BENEFITS**

Benefits of becoming a program completer:

- Preparation for a university, junior college, or trade school program
- An educational focus on Animation
- Development of real-world skills and opportunities for experiential learning
- Mt. San Antonio College Articulation

