Arts, Media & Entertainment

For Students Interested In ...

Learning more about the production process for creating 2D and 3D animation, from pre-production through to post.

Learning how to create and texture 3D models for use in games and the theory and practice of Game Design.

Our Classes

www.tvrop.org

Animation & Motion Graphics

Animation students develop their mastery of the skills required to be a professional digital graphic artist or animator. Throughout the year, we will be using Adobe Photoshop for digital editing and pre-production, followed by ToonBoom Harmony for our 2D Animation or Autodesk Maya for our 3D work. Students learn the steps of working through a professional animation work-flow, working on our iMac workstations daily and with access to our assortment of Wacom drawing tablets.

Course Length:
1 Year/2 Periods
High School Credits: 20

OHLONE COLLEGE

Honors Artist Portfolio

This course is designed for students who are committed to improving their skills in visual art and are planning to take AP Studio Art and/or pursue art in college and career. Coursework will expose students to art through history from international cultures and movements. Students will do written analysis and critique of their own art and other artists, and review/respond to a current gallery or museum exhibition. During the class, students will write formal self and group critiques, analyses and statements about artwork. Throughout the school year, Honors Artist Portfolio students will participate in preparing and exhibiting their work publicly.

Course Length:
1 Year/1 Period
High School Credits: 10

Video Game Art & Design

Video Game Art & Design students get hands-on experience working in Autodesk Maya learning the skills to be a 3D Modeler. Students spend the majority of the year exploring the methods used to develop 3D models for games, including the ability to prepare and generate textures for their models in Adobe Photoshop. The class also touches on game engines, such as Unreal and Unity, as well as 3D sculpture tools, Zbrush and Mudbox.

Course Length:
1 Year/1 Period
High School Credits: 10

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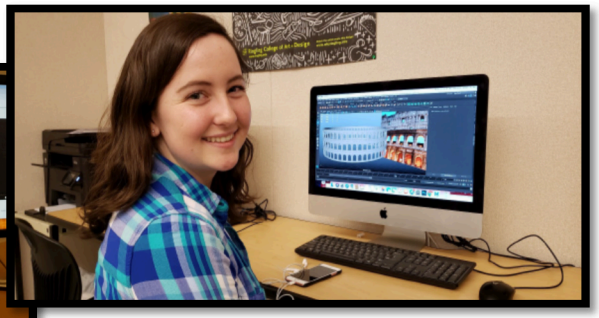

Arts, Media & Entertainment

Animation & Motion Graphics

Honors Artist Portfolio

Video Game Art & Design

UC a-g eligible * Articulated College Units * Earn Certifications

Tri-Valley Regional Occupational Program

"Careers by Choice, Not by Chance"