SANTA
MONICA
COLLEGE
A Course of Study for

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 Development, Post-Production, and Visual 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. For additional information, please refer to *academy.smc.edu*.

DEGREES AND CERTIFICATES
Associate Degrees
- Animation
- Digital Media

Certificates of Achievement
- 2D Animation
- 3D Animation
- 3D Production
- Animation Foundation
- Digital Audio Post-Production
- Digital Media Foundation
- Digital Video Post-Production
- Visual Development

ASSOCIATE DEGREE REQUIREMENTS
An Associate degree is granted upon successful completion of a program of study with a minimum grade point average (GPA) of 2.0 (C) in degree applicable coursework and a minimum of **60 degree applicable semester units**, including:
- Completion of the area of emphasis with a grade of C or higher in each course, or with a P if the course was taken on a Pass/No Pass basis, and the P is equal to a C or higher;
- Completion of one of the following general education patterns: SMC GE, CSU GE, or IGETC;
- Completion of the SMC Global Citizenship graduation requirement.

CERTIFICATE OF ACHIEVEMENT REQUIREMENTS
A Certificate of Achievement is granted upon successful completion of a program of study with a minimum overall grade point average (GPA) of 2.0 © and a **designated minimum number of units**, including:
- Completion of the area of emphasis with a grade of C or higher in each course, or with a P if the course was taken on a Pass/No Pass basis, and the P is equal to a C or higher;
- Completion of at least 50% of area of emphasis units at Santa Monica College. Department Chairs have the discretion to waive the 50% minimum units required at SMC to meet the major or area of emphasis. All major coursework must be completed with a "C" or better grade.

DEPARTMENT CERTIFICATE REQUIREMENTS

A Department Certificate is granted upon successful completion of a program of study with a **designated minimum number of units**, including:

- Completion of the area of emphasis with a grade of C or higher in each course, or with a P if the course was taken on a Pass/No Pass basis, and the P is equal to a C or higher.
- Completion of at least 50% of area of emphasis units at Santa Monica College. Department Chairs have the discretion to waive the 50% minimum units required at SMC to meet the major or area of emphasis. All major coursework must be completed with a "C" or better grade.

Note: Department Certificates are not noted on student transcripts. Students must submit a petition to the relevant academic department to be awarded a Department Certificate.

CATALOG RIGHTS

A student may satisfy the requirements of a degree that were in effect at any time of the student's *continuous* enrollment. Continuous enrollment means attendance in at least one semester (Fall or Spring) in each academic year.

ANIMATION, ASSOCIATE DEGREE

The Associate degree in Animation program is a comprehensive study of the skills necessary to create 2D or 3D digital animation for the entertainment industry. The required coursework begins with the Animation Foundation Certificate of Achievement, combining a solid foundation in animation history and visual storytelling with hands-on experience in digital animation pre-production and production processes.

After successfully completing the Animation Foundation, students pursue a concentration in 2D Animation, 3D Animation, 3D Production, or Visual Development. Each concentration reflects an area of industry specialization, and is awarded as a second Certificate of Achievement. Students must complete the required coursework for the Animation Foundation and at least one concentration to be eligible for the Associate degree in Animation.

Throughout the Associate degree in Animation program, students learn to develop professional skills, demonstrate those skills in effective entry-level portfolios, and work collaboratively on team-based projects. Students may also participate in internships with industry partners when available.

Program Learning Outcomes: Upon completion of the program, students will be able to create original content that demonstrates an understanding of the professional animation production pipeline, and develop an effective portfolio for transfer or entry-level employment in the entertainment industry.

AREA OF EMPHASIS: (32 - 33 UNITS)		
Required Core Courses: (15 units)		
ANIM 1	Storytelling	3
ANIM 2	2D Animation Fundamentals *(formerly ET 19A)*	3
ANIM 3	3D Fundamentals *(formerly ET 24)*	3
ANIM 4	Digital Storyboarding *(formerly ET 18)*	3
ANIM 5	History of Animation *(formerly ET 61)*	3
Required Concentration; Select 1 of the following concentrations: (minimum 17 units as specified)		
2D Animation Concentration: (18 units)		
ANIM 18	Perspective Drawing *(formerly ET 91)*	2
ANIM 19	Color Theory and Application *(formerly ET 94)*	2
ANIM 20	Intermediate 2D Animation *(formerly ET 19B)*	3
ANIM 21	Advanced 2D Animation *(formerly ET 23)*	3
ANIM 22	2D Digital Production *(formerly ET 75)*	3
ANIM 75	Career Development *(formerly ET 72)*	2
ANIM 85	Animation Studio *(formerly ET 30)*	3
or		
3D Animation Concentration: (17 units)		
ANIM 20	Intermediate 2D Animation *(formerly ET 19B)*	3
ANIM 30	Intermediate 3D Animation *(formerly ET 24B)*	3
ANIM 31	Advanced 3D Animation *(formerly ET 24C*	3
ANIM 32	Digital Previsualization *(formerly ET 24D)*	3
ANIM 75	Career Development *(formerly ET 72)*	2
ANIM 85	Animation Studio *(formerly ET 30)*	3
or		
3D Production Concentration: (17 units)		
ANIM 35	3D Modeling *(formerly ET 25)*	3
ANIM 36	3D Texturing and Rendering *(formerly ET 26)*	3
ANIM 37	3D Character Creation *(formerly ET 25B)*	3
ANIM 38	3D Character Rigging *(formerly ET 25C)*	3
ANIM 75	Career Development *(formerly ET 72)*	2
ANIM 85	Animation Studio *(formerly ET 30)*	3
or		
Visual Development Concentration: (18 units)		
ANIM 18	Perspective Drawing *(formerly ET 91)*	2
ANIM 19	Color Theory and Application *(formerly ET 94)*	2
ANIM 40	Character Design *(formerly ET 21A)*	3
ANIM 41	Environment Design *(formerly ET 21B)*	3
ANIM 42	Prop and Vehicle Design *(formerly ET 21C)*	3
ANIM 75	Career Development *(formerly ET 72)*	2
ANIM 80	Visual Development Studio *(formerly ET 20)*	3

DIGITAL, ASSOCIATE DEGREE

The Digital Media A.S. Degree program is a comprehensive study of the digital post-production processes used in the entertainment industry. The required coursework begins with the Digital Media Foundation Certificate of Achievement, combining a solid foundation in visual story telling with hands-on experience using digital media software applications.

After successfully completing the digital Media Foundation, students pursue a concentration in either Digital Audio Post-Production or Digital Video Post-Production. Each concentration reflects an area of industry specialization, and is awarded as a second Certificate of Achievement. Students must complete the required coursework for the Digital Media Foundation at least one concentration to be eligible for the Digital Media A.S. Degree.

Throughout the Digital Media A.S. Degree program, students learn to develop professional skills, demonstrate those skills in effective entry-level portfolios, and work collaboratively on team-based projects. Students may also participate in internships with industry partners when available.

Program Learning Outcomes: Upon completion of the program, students will be able to create an effective digital media portfolio for transfer or entry-level employment that demonstrates an understanding of industry-standard tools and methodologies.

AREA OF EMPHASIS: (36 UNITS)		
Required Core Courses: (18 units)		
ANIM 1	Storytelling	3
DMPOST 1	Digital Media Workflow Management	3
DMPOST 2	Digital Audio Fundamentals	3
DMPOST 3	Digital Video Fundamentals	3
DMPOST 4	Digital Image Fundamentals	3
FILM 1	Film Appreciation: Introduction to Cinema	3
Required Concentration Courses; select one of the following concentrations: (18 units minimum)		
DIGITAL AUDIO POST-PRODUCTION CONCENTRATION		
DMPOST 20	Digital Audio Editing	3
DMPOST 21	Digital Audio for Games	3
DMPOST 22	Digital Music Production	3
DMPOST 23	Sound Design	3
DMPOST 24	Audio Mixing for Visual Media	3
DMPOST 60	Post-Production Studio	3
or		
DIGITAL VIDEO POST-PRODUCTION CONCENTRATION		
DMPOST 30	Digital Video Editing	3
DMPOST 31	Digital Compositing	3
DMPOST 32	Color Grading and Film Finishing	3
DMPOST 60	Post-Production Studio	3
GR DES 71	Motion Graphics 1	3
GR DES 71B	Motion Graphics 2	3

2D ANIMATION, CERTIFICATE OF ACHIEVEMENT

The 2D Animation certificate is a comprehensive study of the process of creating two-dimensional animation for use in the entertainment industry. Students learn to create high quality 2D animated concepts for a variety of projects using standard industry tools and methods.

Program Learning Outcomes: Upon completion of the program, students will be able to create original content that demonstrates an understanding of the professional 2D animation production pipeline, and develop an effective portfolio for transfer or entry-level employment in the entertainment industry.

AREA OF EMPHASIS: (18 UNITS)

Required Courses: (18 units)

ANIM 18	Perspective Drawing *(formerly ET 91)*	2
ANIM 19	Color Theory and Application *(formerly ET 94)*	2
ANIM 20	Intermediate 2D Animation *(formerly ET 19B)*	3
ANIM 21	Advanced 2D Animation *(formerly ET 23)*	3
ANIM 22	2D Digital Production *(formerly ET 75)*	3
ANIM 75	Career Development *(formerly ET 72)*	2
ANIM 85	Animation Studio *(formerly ET 30)*	3

3D ANIMATION, CERTIFICATE OF ACHIEVEMENT

The 3D Animation program is comprehensive study of the process of creating three-dimensional animation for use in the entertainment industry. Students learn to create high quality 3D animated content for a variety of projects using standard industry tools and methods.

Program Learning Outcomes: Upon completion of the program, students will be able to create original content that demonstrates an understanding of the professional 3D animation production pipeline, and to develop an effective portfolio for transfer or entry-level employment in the entertainment industry.

AREA OF EMPHASIS: (17 UNITS)

Required Courses: (17 units)

ANIM 20	Intermediate 2D Animation *(formerly ET 19B)*	3
ANIM 30	Intermediate 3D Animation *(formerly ET 24B)*	3
ANIM 31	Advanced 3D Animation *(formerly ET 24C)*	3
ANIM 32	Digital Previsualization *(formerly ET 24D)*	3
ANIM 75	Career Development *(formerly ET 72)*	2
ANIM 85	Animation Studio *(formerly ET 30)*	3

3D PRODUCTION, CERTIFICATE OF ACHIEVEMENT

The 3D Production program is comprehensive study of the process of creating three-dimensional assets for use in the entertainment industry. Students learn to create high quality 3D production assets for a variety of projects using standard industry tools and methods.

Program Learning Outcomes: Upon completion of the program, students will be able to create original content that demonstrates an understanding of the professional 3D production pipeline, and to develop an effective portfolio for transfer or entry-level employment in the entertainment industry.

AREA OF EMPHASIS: (17 UNITS)

Required Courses: (17 units)

ANIM 35	3D Modeling *(formerly ET 25)*	3
ANIM 36	3D Texturing and Rendering *(formerly ET 26)*	3
ANIM 37	3D Character Creation *(formerly ET 25B)*	3
ANIM 38	3D Character Rigging *(formerly ET 25C)*	3
ANIM 75	Career Development *(formerly ET 72)*	2
ANIM 85	Animation Studio *(formerly ET 30)*	3

ANIMATION FOUNDATION, CERTIFICATE OF ACHIEVEMENT

The Animation Foundation program provides a solid foundation in animation history and visual storytelling as well as hands-on exposure to digital animation pre-production and production processes. Students will gain a fundamental understanding of industry-standard software applications.

Program Learning Outcomes: Upon completion of the program, students will be able to create original content that demonstrates an understanding of 2D and 3D animation principals using standard industry tools and methodologies. Students will also be able to make informed choices in pursuing entry-level employment or advanced study in areas of animation development or production.

AREA OF EMPHASIS: (15 UNITS)

Required Courses: (15 units)

ANIM 1	Storytelling *(formerly ET 2)*	3
ANIM 2	2D Animation Fundamentals *(formerly ET 19A)*	3
ANIM 3	3D Fundamentals *(formerly ET 24)*	3
ANIM 4	Digital Storyboarding *(formerly ET 18)*	3
ANIM 5	History of Animation *(formerly ET 61)*	3

VISUAL DEVELOPMENT, CERTIFICATE OF ACHIEVEMENT

The Visual Development program is comprehensive of the visual development pre-production process used in the entertainment industry. Students learn to create high quality visual development are and storyboard animatics for a variety of projects using standard industry tools and methods.

Program Learning Outcomes: Upon completion of the program, students will be able to create original content that demonstrates an understanding of the professional visual development process, and to develop an effective portfolio for transfer and entry-level employment in the entertainment industry.

AREA OF EMPHASIS: (18 UNITS)

Required Courses: (18 units)

ANIM 18	Perspective Drawing *(formerly ET 91)*	3
ANIM 19	Color Theory and Application *(formerly ET 94)*	3
ANIM 40	Character Design *(formerly ET 21A)*	3
ANIM 41	Environment Design *(formerly ET 21B*	4
ANIM 42	Prop and Vehicle Design *(formerly ET 21C)*	3
ANIM 75	Career Development *(formerly ET 72)*	3
ANIM 80	Visual Development Studio *(formerly ET 20)*	3

DIGITAL MEDIA, ASSOCIATE DEGREE

The Digital Media Associate Degree program is a comprehensive study of the digital post-production processes used in the entertainment industry. The required coursework begins with the Digital Media Foundation Certificate of Achievement, combining a solid foundation in visual storytelling with hands-on experience using digital media software applications.

After successfully completing the Digital Media Foundation, students pursue a concentration in either Digital Audio Post-Production or Digital Video Post-Production. Each concentration reflects an area of industry specialization, and is awarded as a second Certificate of Achievement. Students must complete the required coursework for the Digital Media Foundation and at least one concentration to be eligible for the Digital Media Associate Degree.

Throughout the Digital Media Associate Degree program, students learn to develop professional skills, demonstrate those skills in effective entry-level portfolios, and work collaboratively on team-based projects. Students may also participate in internships with industry partners when available.

Program Learning Outcomes: Upon completion of the program, students will be able to create an effective digital media portfolio for transfer or entry-level employment that demonstrates an understanding of industry-standard tools and methodologies.

AREA OF EMPHASIS: (36 UNITS)		
Required Core Courses: (18 units)		
ANIM 1	Storytelling	3
DMPOST 1	Digital Media Workflow Management *(formerly ET 3)*	3
DMPOST 2	Digital Audio Fundamentals *(formerly ET 40)*	3
DMPOST 3	Digital Video Fundamentals *(formerly ET 31A)*	3
DMPOST 4	Digital Image Fundamentals *(formerly ET 38)*	3
FILM 1	Film Appreciation: Introduction to Cinema	3
Required Concentration: select 1 of the following concentrations: (minimum of 18 units as specified)		
Digital Audio Post-Production Concentration: (18 units)		
DMPOST 20	Digital Audio Editing *(formerly ET 41)*	3
DMPOST 21	Digital Audio for Games *(formerly ET 39)*	3
DMPOST 22	Digital Music Production *(formerly ET 41M)*	3
DMPOST 23	Sound Design	3
DMPOST 24	Audio Mixing for Visual Media	3
DMPOST 60	Post-Production Studio *(formerly ET 60)*	3
or		
Digital Video Post-Production Concentration: (18 units)		
DMPOST 30	Digital Video Editing *(formerly ET 31B)*	3
DMPOST 31	Digital Compositing *(formerly ET 32)*	3
DMPOST 32	Color Grading and Film Finishing	3
DMPOST 60	Post-Production Studio *(formerly ET 60)*	3
GR DES 71	Motion Graphics 1 *(formerly ET 58)*	3
GR DES 71B	Motion Graphics 2 *(formerly ET 59)*	3

DIGITAL AUDIO POST-PRODUCTION, CERTIFICATE OF ACHIEVEMENT

The Digital Audio Post-Production program is a comprehensive study of the digital audio post-production processes used in the entertainment industry. Through a balance of theory and hands-on experience, students will learn professional practices on industry-standard technology.

Program Learning Outcomes: Upon completion of the program, students will be able to create an effective digital audio portfolio for transfer or entry-level employment that demonstrates an understanding of industry standard tools and methodologies.

AREA OF EMPHASIS: (18 UNITS)

Required Courses:

DMPOST 20	Digital Audio Editing *(formerly ET 41)*	3
DMPOST 21	Digital Audio for Games *(formerly ET 39)*	3
DMPOST 22	Digital Music Production *(formerly ET 41M)*	3
DMPOST 23	Sound Design	3
DMPOST 24	Audio Mixing for Visual Media	3
DMPOST 60	Post-Production Studio *(formerly ET 60)*	3

DIGITAL MEDIA FOUNDATION, CERTIFICATE OF ACHIEVEMENT

The Digital Media Foundation program provides a solid foundation in visual storytelling as well as hands-on exposure to digital post-production processes. Students will gain a fundamental understanding of industry-standard software applications.

Program Learning Outcomes: Upon completion of the program, students will be able to create original content that demonstrates an understanding of digital post-production using standard industry tools and methodologies. Students will also be able to identify areas of potential entry-level employment or advanced study in digital media fields.

AREA OF EMPHASIS: (18 UNITS)

Required Courses:

ANIM 1	Storytelling	3
DMPOST 1	Digital Media Workflow Management *(formerly ET 3)*	3
DMPOST 2	Digital Audio Fundamentals *(formerly ET 40)*	3
DMPOST 3	Digital Video Fundamentals *(formerly ET 31A)*	3
DMPOST 4	Digital Image Fundamentals *(formerly ET 38)*	3
FILM 1	Film Appreciation: Introduction to Cinema	3

DIGITAL VIDEO POST-PRODUCTION, CERTIFICATE OF ACHIEVEMENT

The Digital Video Post-Production program is a comprehensive study of the digital video post-production processes used in the entertainment industry. Through a balance of theory and hands-on experience, students will learn professional practices on industry-standard technology.

Program Learning Outcomes: Upon completion of the program, students will be able to create an effective digital video portfolio for transfer or entry-level employment that demonstrates an understanding of industry standard tools and methodologies.

AREA OF EMPHASIS: (18 UNITS)

Required Courses:

DMPOST 30	Digital Video Editing *(formerly ET 31B)*	3
DMPOST 31	Digital Compositing *(formerly ET 32)*	3
DMPOST 32	Color Grading and Film Finishing	3
DMPOST 60	Post-Production Studio *(formerly ET 60)*	3
GR DES 71	Motion Graphics 1 *(formerly ET 58)*	3
GR DES 71B	Motion Graphics 2 *(formerly ET 59)*	3

ANIMATION AREA of EMPHASIS SEQUENCE

Required Core Courses: (15 Units)

Provides a solid foundation in animation history and visual storytelling as well as hands-on exposure to digital animation pre-production and production processes. Students will gain a fundamental understanding of industry-standard software applications, and will be able to make informed choices in pursuing entry-level employment or advanced study in areas of animation development or production. Animation Foundation Certificate of Achievement awarded upon completion.

ANIM 1	Storytelling	3
ANIM 5	History of Animation (3) *(formerly ET 61)*	3
ANIM 2	2D Animation Fundamentals	3
ANIM 3	3D Fundamentals	3
ANIM 4	Digital Storyboarding	3

Required Concentration: (17 or 18 Units as specified); Select one of the following:

2D ANIMATION (18 Units)

Students will be able to create original content that demonstrates an understanding of the professional 2D animation production pipeline, and develop an effective portfolio for transfer or entry-level employment in the entertainment industry. 2D Animation Certificate of Achievement awarded upon completion.

ANIM 18	Perspective Drawing	2
ANIM 21	Advanced 2D Animation	3
ANIM 19	Color Theory and Application	2
ANIM 20	Intermediate 2D Animation	3
ANIM 22	2D Digital Production	3
ANIM 75	Career Development	2
ANIM 85	Animation Studio	3

3D ANIMATION (17 Units)

Students will be able to create original content that demonstrates an understanding of the professional 3D animation production pipeline, and to develop an effective portfolio for transfer or entry-level employment in the entertainment industry. 3D Animation Certificate of Achievement awarded upon completion.

ANIM 20	Intermediate 2D Animation	3
ANIM 31	Advanced 3D Character Animation	3
ANIM 30	3D Character Animation	3
ANIM 32	Digital Previsualization	3
ANIM 75	Career Development	2
ANIM 85	Animation Studio	3

3D PRODUCTION (17 Units)

Students will be able to create original content that demonstrates an understanding of the professional 3D production pipeline, and to develop an effective portfolio for transfer or entry-level employment in the entertainment industry. 3D Production Certificate of Achievement awarded upon completion.

ANIM 35	3D Modeling	3
ANIM 37	3D Character Creation	3
ANIM 36	3D Texturing and Rendering	3
ANIM 38	3D Character Rigging	3
ANIM 75	Career Development	3
ANIM 85	Animation Studio	3

VISUAL DEVELOPMENT (18 Units)

Students will be able to create original content that demonstrates an understanding of the professional visual development process, and to develop an effective portfolio for transfer or entry-level employment in the entertainment industry. Visual Development Certificate of Achievement awarded upon completion.

ANIM 18	Perspective Drawing	2
ANIM 41	Environment Design	3
ANIM 19	Color Theory and Application	2
ANIM 42	Prop and Vehicle Design	3
ANIM 40	Character Design	3
ANIM 75	Career Development	2
ANIM 80	Visual Development Studio	3