Animation Essentials

Into which MS degree will this Graduate Certificate convert?
This is being proposed as a stand-alone certificate, however is planned to stack along with a second graduate certificate in this area, or with relevant coursework, to lead into a forthcoming eventual MS or MFA in Digital Design

In what industries might a holder of this Graduate Certificate find employment?

As digital media continue to proliferate, locally, regionally, nationally, and globally, there is increasing need for qualified professionals* able to fill positions in digital content creation, management, and distribution. This certificate program prepares those with introductory knowledge to fill entry level positions in the NY metro area and beyond.

In what job titles might a holder of this Certificate fit?

Animation, Interactive Technology, Video Graphics and Special Effects; Game and Interactive Media Design; Digital Communication and Media/ Multimedia; and Digital Arts.

Is this certificate fully available online (all courses)?

Yes

Description of certificate program

The 12 credit Introduction to Digital Animation Certificate is comprised of 4 courses for those who wish to gain the foundational skills and knowledge to enter the burgeoning digital arts and design fields. This Digital Arts Certificate is set as a stand-alone credential to gain entry into the Digital Animation industry.

What are the Required Courses? (12 credits)

DD 621 - Character and Facial Modeling for Animation - (new course proposal forthcoming) - **(core course)** This course will introduce students to the language and conventions of manipulating tools and techniques to develop and create 3 dimensional character design. Provide an exposure to visual character development & storytelling. Develop a creative direction methodology for strong character design. To develop a sense of quality of craft with character development and design. To develop the ability to develop a character from concept stages to final product.

DD 622 - Visual Storytelling and Storyboarding - (new course proposal forthcoming) - **(core course)** This course will allow students to explore a new medium of interactive storytelling. Virtual reality, also known as, "The Frameless Medium," is a highly immersive interactive medium. While it has been around for 50 years, virtual reality has developed into a booming industry with all major tech companies investing heavily in hardware and software.

Select 2 from the following:

DD 623 - Acting for Animators - (new course proposal forthcoming) - (elective) - Introduction to the historical contexts of acting. Survey of acting techniques and principles and their relationship to successful visual storytelling. Topics covered include movement, empathy and dialogue. Application of acting to two-and three-dimensional animation. Students will study examples from animation as well as film and theater. Required projects include both in-class acting exercises as well as storyboard creation and directed computer graphics character animation.

DD 624 - Digital Audio - (new course proposal forthcoming) - (elective) - This is an introductory-level course that provides art and design students with a baseline understanding of Sound Design and Scoring. This course is a multi- media class, which includes both visual and audio components.

DD 625 - Environmental Design - (new course proposal forthcoming) - (elective) - The course will introduce students to the language and conventions of manipulating tools and techniques to develop and create simulated environments. Provide an exposure to environment development & simulated aesthetics.

Develop a creative direction methodology for digital world creation. To develop a sense of quality of craft with simulated environment making and design.