



WHAT YOU WILL LEARN

With the growing need for 3D computer animation worldwide, CCM offers student artists a chance to take their first steps towards a career creating visual effects. This program provides students with the creative and technical skills to seamlessly transfer to the best animation schools in the country and eventually work in the animation industry.

CCM student artists learn to create animated visual effects in television, the Internet, video games and films. There is also a growing need for animators in medical animation, architecture visualization, mechanical animation, forensic animation and animation in education.

WHY STUDY ANIMATION AT CCM?

The CCM faculty brings knowledge and experience in multiple disciplines. Students learn drawing techniques, figure drawing, basic design and storyboarding, as well as professional animation software. Students will develop the personal and professional skills required to begin their career as visual artists in a highly competitive, creative medium.

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CAREERS

- 3D Modeler
- Advertising art director
- Animator
- Compositing Artist
- Exhibition designer
- Film/video editor
- Game artist
- Games developer
- Graphic designer
- Illustrator
- Multimedia specialist
- Production designer, theatre/television/film
- Stop Motion Animator
- Storyboard Artist
- VFX artist
- Web designer

CONTACT INFORMATION

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WHERE YOU CAN GO!

The Associate of Fine Arts (AFA) degree at CCM is designed for transfer of most, if not all, credits to accredited four-year colleges and universities, art institutes, or other schools of art or design in the United States that offer animation programs.

The following schools offer bachelor degree programs in animation or media studies:

- California College of the Arts
- Carnegie Mellon University
- Drew University
- Fairleigh Dickinson University
- Full Sail University
- Jersey City State University
- Kean University
- Laguna College of Art and Design
- Montclair State University
- New Jersey Institute of Technology
- New York University, Tisch School of Arts
- Ramapo University
- Rhode Island School of Design
- Rider University
- Ringling College of Art and Design
- Rochester Institute of Technology
- Savannah College of Art and Design
- The Art Institute of Boston
- The College of New Jersey
- The Columbia College of Chicago
- The Maryland Institute College of Art in Baltimore
- The Pratt Institute of New York
- The School of Visual Arts NYC
- The University of Central Florida
- The University of Pennsylvania
- University of California Los Angeles
- University of Southern California
- William Paterson University

CURRICULUM

General Education Foundation (23 CR)

COMMUNICATION (6 CR)

English Composition I		ENG 111	3
English Composition II	OR	ENG 112	3
Speech Fundamentals		COM 109	

MATH/SCIENCE Options (8 CR)

Mathematics for Liberal Arts		MAT 120	4
Laboratory Science			4

SOCIAL SCIENCE OR HUMANITIES (3 CR)

General Psychology	OR	PSY 113	3
Principles of Sociology		SOC 120	

GENERAL EDUCATION COURSES (6 CR)

Art History I		ART 133	3
Art History II		ART 134	3

ANIMATION CORE (37 CR)

Drawing I		ART 122	3
Drawing II		ART 123	3
Figure Drawing		ART 124	3
Two-Dimensional Design—AFA		ART 130	3
Color Theory—AFA		ART 131	3
3D Design		ART 132	3
Multimedia I		MED 110	3
Multimedia II		MED 113	3
Media Aesthetics		COM 114	3
Animation		MED 220	3
Advanced Animation		MED 240	3
Portfolio Presentation		ART 230	3
Introduction to Computer for Fine Art		ART 102	1

TOTAL

60

Note: You must see a faculty advisor to plan your sequence of courses. For the most up-to-date listing of courses, see the Curriculum Checklist for this program on the CCM website at www.ccm.edu/checksheets.