# Media Arts & Animation

## Program Focus

### General Education
- **EN101**: English I
- **EN102**: English II
- **MT112**: College Geometry
  - Or
  - **MT115**: Applied Mathematics

### Media Arts & Animation

<table>
<thead>
<tr>
<th>Quarter</th>
<th>Course Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>QUARTERS 1-3</td>
<td>FND105</td>
<td>Design Fundamentals</td>
</tr>
<tr>
<td></td>
<td>FND110</td>
<td>Observational Drawing</td>
</tr>
<tr>
<td></td>
<td>FND125</td>
<td>Image Manipulation</td>
</tr>
<tr>
<td></td>
<td>FND150</td>
<td>Digital Color Theory</td>
</tr>
<tr>
<td></td>
<td>MAAB101</td>
<td>Language of Animation &amp; Film</td>
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<tr>
<td></td>
<td>MAAB102</td>
<td>Life Drawing &amp; Gesture</td>
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<tr>
<td></td>
<td>MAAB111</td>
<td>Animation Principles</td>
</tr>
<tr>
<td></td>
<td>MAAB112</td>
<td>Short Format Storytelling</td>
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<tr>
<td></td>
<td>MAAB120</td>
<td>Perspective Drawing</td>
</tr>
<tr>
<td>QUARTERS 4-6</td>
<td>MAA8202</td>
<td>Character &amp; Object Design</td>
</tr>
<tr>
<td></td>
<td>MAA8204</td>
<td>Acting &amp; Movement for Animators</td>
</tr>
<tr>
<td></td>
<td>MAA8213</td>
<td>3D Modeling</td>
</tr>
<tr>
<td></td>
<td>MAA8222</td>
<td>Storyboarding &amp; Animatics</td>
</tr>
<tr>
<td></td>
<td>MAA8223</td>
<td>Hard Surface &amp; Organic Modeling</td>
</tr>
<tr>
<td></td>
<td>MAA8232</td>
<td>3D Animation</td>
</tr>
<tr>
<td></td>
<td>MAA8233</td>
<td>Motion Graphics</td>
</tr>
<tr>
<td></td>
<td>MAA8323</td>
<td>Emerging Technologies for Animation</td>
</tr>
<tr>
<td></td>
<td>MAA8363</td>
<td>Advanced Illustration for Production</td>
</tr>
<tr>
<td></td>
<td>DFVB353</td>
<td>Compositing for Digital Film</td>
</tr>
<tr>
<td></td>
<td>MAA8242</td>
<td>Character &amp; Technical Modeling</td>
</tr>
<tr>
<td></td>
<td>MAA8243</td>
<td>Material &amp; Lighting</td>
</tr>
<tr>
<td></td>
<td>MAA8302</td>
<td>3D Character Animation</td>
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<tr>
<td></td>
<td>MAA8303</td>
<td>3D Character Rigging</td>
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<tr>
<td></td>
<td>MAA8313</td>
<td>Advanced Lighting &amp; Texturing</td>
</tr>
<tr>
<td></td>
<td>MAA8333</td>
<td>Dynamics &amp; Simulation</td>
</tr>
<tr>
<td>QUARTERS 7-9</td>
<td>MAA8312</td>
<td>Animation Studio</td>
</tr>
<tr>
<td></td>
<td>MAA8342</td>
<td>Pre-Production Team</td>
</tr>
<tr>
<td></td>
<td>MAA8402</td>
<td>Production Team</td>
</tr>
<tr>
<td></td>
<td>MAA8406</td>
<td>Internship</td>
</tr>
<tr>
<td></td>
<td>MAAB242</td>
<td>Character &amp; Technical Modeling</td>
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<td>MAA8302</td>
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<tr>
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<td>MAA8333</td>
<td>Dynamics &amp; Simulation</td>
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<tr>
<td></td>
<td>HA222</td>
<td>Art History II: The Medieval and Renaissance</td>
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<tr>
<td></td>
<td>HA223</td>
<td>Art History III: The Modern World</td>
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<tr>
<td></td>
<td>PS101</td>
<td>Introduction to Psychology</td>
</tr>
<tr>
<td>QUARTERS 10-12</td>
<td>MAA8355</td>
<td>Contemporary Art: 1945 to Present</td>
</tr>
<tr>
<td></td>
<td>HU305</td>
<td>Critical Thinking</td>
</tr>
<tr>
<td></td>
<td>MAAB406</td>
<td>Production Team</td>
</tr>
<tr>
<td></td>
<td>MAAB419</td>
<td>Portfolio Production</td>
</tr>
<tr>
<td></td>
<td>MAAB424</td>
<td>Special Topics</td>
</tr>
<tr>
<td></td>
<td>MAAB409</td>
<td>Portfolio Presentation</td>
</tr>
</tbody>
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**Please visit our Student Consumer Information page to find the average time to completion for continuously enrolled students for each credential level offered. This data is available at the average credit load, full-time or at full load.**

Chancing programs, beginning programs at the mid-term start date, taking remedial courses, taking time off from coursework, registering for fewer hours or unsuccessful attempts at course completion will increase the length of the program and overall cost of education from what is disclosed. Transfer credits awarded toward your program will likely decrease the overall length and cost of education.

Course descriptions for elective and general education courses can be referenced in the catalog.

**STUDENT CONSUMER INFORMATION**
https://www.artinstitutes.edu/atlanta/student-consumer-information

*This is a sample schedule only. Schedule subject to change without notice at the discretion of the school.*

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6600 PEACHTREE DUNWOODY ROAD, N.E.
100 EMBASSY ROW
ATLANTA, GA 30328-1649
770.394.8300 | 800.275.4242
COURSE DESCRIPTIONS

MAAB101 ANIMATION PRINCIPLES

This introductory course will emphasize the principles of animation through projects that emphasize various drawing and movement, adapting that movement for the animation medium. Prerequisite: FNDT110
Credits: 4

MAAB112 SHORT FORMAT STORYTELLING

This course introduces students to short format storytelling and the various elements of an effective story. Students will also translate a written script into a storyboard. Prerequisite: None
Credits: 4

MAAB115 PERSPECTIVE DRAWING

This course is a fundamental drawing course where the students will explore various art and media and learn to use a variety of drawing tools with an emphasis on perspective, where the student will draw three-dimensional objects in one-, two-, and three-point perspective. Prerequisite: FNDT110
Credits: 4

MAAB116 CHARACTERS & OBJECT DESIGN

This class will focus on designing and drawing characters or objects for animation using live to accurately delineate the form. Attention is given to appropriate proportion and form for an animated character or object. Characters and objects are created using various media. Prerequisite: MAAB111 or Approval of Academic Director
Credits: 4

MAAB120 ACTING & MOVEMENT FOR ANIMATORS

A production of acting as a tool of research through studies of animated movement. Character analysis, physicalization, motivation, and storytelling will be studied through classroom exercises in a variety of media. Prerequisite: MAAB111
Credits: 4

MAAB210 COMPOSING FOR DIGITAL FILM

Students in this course learn the concepts, techniques, and vocabulary of composing. Students apply retouching, compositing, moving, keying, layering, and other animation techniques. Prerequisite: MAAB222 or Approval of Academic Director
Credits: 4

MAAB211 ANIMATION PRACTICES

Students will continue to develop the principles of animation through projects that emphasize various drawing and movement, adapting that movement for the animation medium. Prerequisite: FNDT110
Credits: 4

MAAB223 HARD SURFACE & ORGANIC MODELING

This course covers modeling techniques used for building organic and hard surface objects and environments. Students will utilize industry-standard techniques to produce 3D objects. Prerequisite: MAAB113
Credits: 4

MAAB224 3D LIGHTING & TEXTURING

This class is an introduction to the use of materials, textures, lighting and rendering strategies to add detail and realism to objects without adding complexity to the model. Students will simulate real-world surfaces and textures. Prerequisite: MAAB222
Credits: 4

MAAB232 CHARACTERS & TECHNICAL MODELING

In this course students will use advanced modeling techniques to create 3D characters and detailed environments. Students will research and create models based on anatomy and technical reference materials. Students also illustrate the physical effects of lighting, textures, and movement for animation and visualizations. Prerequisite: MAAB224
Credits: 4

MAAB234 ACTING LIGHTING

This class introduces students to the use of lighting and its impact on the animation medium. Students will research and create models based on anatomy and technical reference materials. Prerequisite: MAAB232
Credits: 4

MAAB236 PRE-PRODUCTION TEAM

This course will expose students to the pre-production processes used in animation and related industries. The primary components of the course will be a thorough review of all pre-production activities and project management. Prerequisite: Approval of Academic Director
Credits: 4

MAAB237 3D CHARACTER ANIMATION

This is an advanced-level class in 3D animation course building on techniques learned from previous modeling and animation courses. Students will learn how to use real-life action sequences to their advantage. Prerequisite: MAAB234
Credits: 4

MAAB238 CHARACTER & TECHNICAL MODELING

The course will develop students' knowledge of materials and expand on their knowledge of materials, textures, lighting and rendering strategies to add detail and realism to objects without adding complexity to the model. Students will simulate real-world surfaces and textures. Prerequisite: MAAB232
Credits: 4

MAAB242 DYNAMICS & SIMULATION

This course will teach students the processes of modeling visual effects through the creation and control of dynamic simulations. Students will learn properties of materials and how to simulate physical effects in real-world phenomena. Prerequisite: MAAB222
Credits: 4

MAAB244 PORTFOLIO PRESENTATION

This course will teach students the processes of modeling visual effects through the creation and control of dynamic simulations. Students will learn properties of materials and how to simulate physical effects in real-world phenomena. Prerequisite: MAAB222
Credits: 4

MAAB245 ANIMATION STUDIO

This course will introduce students to the principles of animation techniques, the history of animation, and the art of animation. Prerequisite: MAAB111
Credits: 4

MAAB246 ADVANCED ILLUSTRATION FOR PRODUCTION

Students will refine their illustration skills through an advanced study of illustration media. The course will focus on developing skills related to a variety of print and online media. Prerequisite: MAAB242
Credits: 4

MAAB303 ADVANCED LIGHTING & TEXTURING

In this class students will continue their exploration of and expand on their knowledge of materials, textures, lighting and rendering strategies to add detail and realism to objects without adding complexity to the model. Students will simulate real-world surfaces and textures. Prerequisite: MAAB232
Credits: 4

MAAB312 MOTION GRAPHS

This course is an introduction to timeline-based composting for both creative and technical processes. Prerequisite: FNDT110
Credits: 4

MAAB313 SHORT FORMAT STORYTELLING

This class continues their exploration of and expand on their knowledge of materials, textures, lighting and rendering strategies to add detail and realism to objects without adding complexity to the model. Students will simulate real-world surfaces and textures. Prerequisite: MAAB232
Credits: 4

MAAB324 3D ANIMATION

Students are introduced to basic 3D animation techniques. Topics to be covered include character animation, keyframing, function curves, animated modifiers, basic principles of animation, and an introduction to character animation. Prerequisite: MAAB313
Credits: 4

MAAB332 DYNAMICS & SIMULATION

This course will teach students the processes of modeling visual effects through the creation and control of dynamic simulations. Students will learn properties of materials and how to simulate physical effects in real-world phenomena. Prerequisite: MAAB222
Credits: 4

MAAB409 INTERNSHIP

Through a field internship, students will be able to apply their skills in a real and practical situation. The main objective of the internship is to allow students the opportunity to participate in the operation of successful businesses related to their fields of study. The students will gain the experience they need to seek entry-level positions in the fields they graduate. Prerequisite: 100 hours per quarter. Prerequisite: Approval of Academic Director
Credits: 4

MAAB410 PRE-PRODUCTION TEAM

This course will introduce students to the pre-production processes used in animation and related industries. The primary components of the course will be a thorough review of all pre-production activities and project management. Prerequisite: Approval of Academic Director
Credits: 4

MAAB413 PRODUCTION TEAM

This course will introduce students to the pre-production processes used in animation and related industries. The primary components of the course will be a thorough review of all pre-production activities and project management. Prerequisite: Approval of Academic Director
Credits: 4

MAAB419 PORTFOLIO PRESENTATION

In this class students complete the portfolio process. Students assemble portfolios, websites, resumes, and marketing and self-promotional materials into a comprehensive presentation. Students participate in a thesis exhibition. Prerequisite: MAAB409
Credits: 4

MAAB424 SPECIAL TOPICS

This course is an in-depth study of a special area of interest to future media arts and animation professionals. Prerequisite: Approval of Academic Director
Credits: 4

MAAB426 ADVANCED LIGHTING & TEXTURING

This course will continue the exploration of and expand on their knowledge of materials, textures, lighting and rendering strategies to add detail and realism to objects without adding complexity to the model. Students will simulate real-world surfaces and textures. Prerequisite: MAAB232
Credits: 4

MAAB429 PRODUCTION TEAM

This course will introduce students to the pre-production processes used in animation and related industries. The primary components of the course will be a thorough review of all pre-production activities and project management. Prerequisite: Approval of Academic Director
Credits: 4

Course descriptions describe the learning opportunities that are provided through the classroom and coursework. Each student is expected to participate in the activities that will lead to successfully meeting the learning outcomes.