3D Animation, Graduate Certificate (Boston)

3D animation is not only a major component in the film and broadcast industries, it is also a crucial element in online entertainment and a driving force for the gaming industry. Companies use animation in advertisements, websites, and training programs. The growing use of gaming technologies in education and industry (often referred to as serious games) has given rise to a need for skilled animators who can work closely with business and academic institutions.

The Graduate Certificate in 3D Animation offers a practice-oriented approach to the art and science of animation, with a particular emphasis on the special requirements of 3D modeling and animating for the gaming industry. Course work is designed to develop students' powers of visualization as well as provide a conceptual basis for visual narrative. The program seeks to produce graduates who are skilled in the use of industry-standard animation applications; understand visual principles of lighting, modeling, and surfacing; and are conversant with motion and special effects compositing.

Program Requirements

Complete all courses and requirements listed below unless otherwise indicated.

Required Courses

Code	Title	Hours
DGM 6450	Animation Basics	4
DGM 6510	3D Modeling	4
DGM 6530	Character Animation	4

Elective Courses

Code	Title	Hours
Complete a minimum of four quarter hours from the following:		4
DGM 6515	Introduction to After Effects	
DGM 6535	Rigging Principles and Techniques	
DGM 6540	Compositing	

Program Credit/GPA Requirements

16 quarter hours required
Minimum 3.000 GPA required