



Wayne  
County  
Community  
College  
District

# Computer Information Systems: Video Game Design and Animation

## PAY

The median annual wage for multimedia artists and animators was \$63,970 in May 2015.

## JOB OUTLOOK

Employment of multimedia artists and animators is projected to grow 6 percent from 2014 to 2024, about as fast as the average for all occupations. Projected growth will be due to increased demand for animation and visual effects in video games, movies, and television.

*Bureau of Labor Statistics, U.S. Department of Labor, Occupational Outlook Handbook, 2016-17 Edition, Multimedia Artists and Animators, on the Internet at <http://www.bls.gov/oooh/arts-and-design/multimedia-artists-and-animators.htm>*

## ABOUT THE PROGRAM

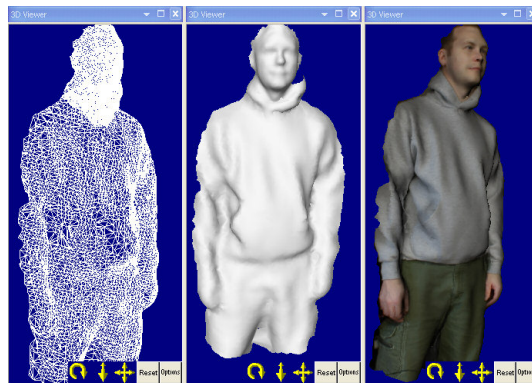
The Computer Information Systems Video Game Design and Animation College Certificate is designed to provide a solid foundation in the fundamental skills that are generally required to meet the needs of the video game design, animation and programming field.

## WHAT DO VIDEO GAME DESIGNERS AND ANIMATORS DO?

Multimedia artists and animators create animation and visual effects for television, movies, video games, and other media. They create two- and three-dimensional models and animation.

## WHERE DO THEY WORK?

Although most multimedia artists are self-employed, some work for the motion picture and video industry. They may need to work long hours, especially when deadlines are approaching.



*For more information about our graduation rates, the median debt of students who have completed this program, and other important gainful employment information, please click the following link:*  
<http://www.wcccd.edu/dept/VideoGameDesign/VideoGameDesign.html>

# Recommended Sequence of Courses

## Video Game Design and Animation College Certificate

CR. No.	COURSE TITLE	CREDITS
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### SEMESTER 1

CIS 110	Introduction to Computer Information Systems . . . . .	4
VGD 268	Computer Games Foundations . . .	3
ART 115	Basic Drawing for Animation . . .	3
DMP 101	Story Elements for a Digital Environment . . . . .	3

**SEMESTER TOTAL . . . . .13**

### SEMESTER 2

CIS 266	Introduction to Graphic Design . .	3
VGD 269	Introduction to 3D Graphics and Animation . . . . .	4
VGD 270	3D Character Development and Animation . . . . .	4

**SEMESTER TOTAL . . . . .11**

### SEMESTER 3

VGD 271	Introduction to 3D Design . . . . .	4
VGD 272	Texturing Fundamentals . . . . .	4
VGD 999	Computer Game Project . . . . .	2

**SEMESTER TOTAL . . . . .10**

**CIS: VGD CERTIFICATE TOTAL . . . . .34**

*Note: Certificate total hours may not include prerequisites.*

