

# MODEL ROUTE

<b>School:</b>	SCMAD (School of Communication Media, Arts and Design)		<b>Program Number:</b>	6423					
<b>Program Title:</b>	<b>Animation 3D</b>		<b>Credential:</b>	<input type="checkbox"/> Certificate <input type="checkbox"/> Graduate Certificate <input type="checkbox"/> Degree <input checked="" type="checkbox"/> Diploma <input type="checkbox"/> Advanced Diploma					
<b>Program Delivery Mode:</b>	<input type="checkbox"/> Co-Op <input type="checkbox"/> Online <input type="checkbox"/> Fast Track <input type="checkbox"/> Hybrid <input checked="" type="checkbox"/> Non Co-op		<b>Duration :</b>	<input type="checkbox"/> 2 Semesters <input type="checkbox"/> 3 Semesters <input checked="" type="checkbox"/> 4 Semesters <input type="checkbox"/> 6 Semesters <input type="checkbox"/> 8 Semesters					
<b>Campus:</b>	SAC								
<b>Intake:</b>	Fall, Winter								
Course Code	Course Title	Co/Pre Requisite (Course Code)	Lab Hours	Lecture Hours	Field Placement Hours	Course Delivery ODL=Online BLD=Blended HYB = Hybrid	Total Course Hrs (Lab + Lecture + Field)	Weeks (14)	Total Hours
<b>Semester 1</b>									
<b>Fall 2024, Winter 2025</b>									
ANIM-010	Character Animation 1		5				5	14	70
ANIM-013	Modeling and Texturing 1		3				3	14	42
ANIM-014	Character Design		3				3	14	42
ANIM-017	Story Production		3				3	14	42
ANIM-018	Artistic Anatomy		3				3	14	42
ANIM-019	History of Animation		3			ODL	3	14	42
GNEC	General Education Elective		3				3	14	42
COMM 160/161	College Communication 1		3				3	14	42
								<b>Total</b>	364
<b>Semester 2</b>									
<b>Winter 2025, Summer 2025</b>									
ANIM-025	Modeling and Texturing 2	P = ANIM-013, ANIM-017, ANIM-018	3				3	14	42
ANIM-026	Rigging 1	P = ANIM-013, ANIM-010, ANIM-018	3				3	14	42
ANIM-021	Character Animation 2	P = ANIM-010, ANIM-017, ANIM-018	3				3	14	42
ANIM-027	Environment Design	P = ANIM-014, ANIM-017	3				3	14	42
ANIM-028	Acting for Animation	P = ANIM-010, ANIM-017, ANIM-018	2				3	14	42
ANIM-029	Rendering and Comp 1	P = ANIM-010, ANIM-013, ANIM-017	3				3	14	42
COMM 170/171	College Communication 2	COMM160/161	3				3	14	42
GNEC 500	Global Citizenship: From Social Analysis to Social Action		3				3	14	42
								<b>Total</b>	336
<b>Semester 3</b>									
<b>Summer 2025, Fall 2025</b>									
ANIM-035	Character Animation 3	P = ANIM-021, ANIM-028, ANIM-026	3				3	14	42
ANIM-036	Modeling and Texturing 3	P = ANIM-025, ANIM-027	3				3	14	42
ANIM-037	Rigging 2	P = ANIM-021, ANIM-025, ANIM-026	3				3	14	42
ANIM-038	Rendering and Comp 2	P = ANIM-021, ANIM-025, ANIM-026	3				3	14	42
ANIM-034	Dynamics	P = ANIM-021, ANIM-025, ANIM-026	3				3	14	42
GNEC	Elective		3				3	14	42
ANIM-500	Storyworks	P= ANIM-021, ANIM-025, ANIM-026, ANIM-027, ANIM-028, ANIM-029	2				2	14	28
ANIM-039	Professional Practice		2				2	14	28
								<b>Total</b>	308
<b>Semester 4</b>									
<b>Fall 2025, Winter 2026</b>									
ANIM-040	Final Project Studio	P= ANIM-034, ANIM-035, ANIM-036, ANIM-037, ANIM-038, ANIM-039, ANIM-500	6				6	7	42
ANIM-042	Demo Reel	P= ANIM-034, ANIM-035, ANIM-036, ANIM-037, ANIM-038, ANIM-039, ANIM-500	3				3	7	21
ANIM 222	Field Placement	036, ANIM-037, ANIM-038, ANIM-			21		21	14	294
								<b>Total</b>	357
<b>Minimum Grade Required: (C)</b>									
								<b>Total Program Hours:</b>	<b>1365</b>
<b>C = Co-Requisite; P = Pre-Requisite</b>									
<b>Notes:</b>									
<p>◆ This course may be offered in one of the following modalities (Online, Hybrid or Blended)</p> <p>Integrated approach to course assignment delivery; capstones in each semester</p>									

*Paul Sharma*

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**Signature:** \_\_\_\_\_

School Dean/Chair

March 22/2024

Revised Date