Cluster: Arts, Media, and Entertainment

Guided **Career Pathways** — Video Game Designer / Graphic Designer

Digital Character

Associate of Arts/ Science Degree	MET	IP	NEED
2. AMERICAN INSTITUTIONS/STATE & LOCAL GOVERNMENT : (3 units)			
Political Science 101**, 105 and 106; Social Science 132. (**Students who completed POL S 101 before Spring 2014 must also complete POL S 106).			
3. U.S. HISTORY: (3units)			
Economics 111, History 116; History 110, 111(CD), 117, 118; Social Science 131			
4. MATHEMATICS			
Mathematics 101, 120, 131 or 220AB (2 units)			
5. HEALTH (3 units)			
Health 104, 106; Psychology 111(CD)* or equivalent will satisfy this requirement.			
6. PHYSICAL EDUCATION (2 units)			
physical education activity classes and/or dance activity classes			
7. FIRST AID (1 units)			
Health 101, 102; Emergency Medical Technology 140			
8. CULTURAL DIVERSITY (3 units)			
Courses that satisfy this requirement have been marked by (CD) and appear throughout the graduation requirements. The requirement may be satisfied by completing any one of the graduation requirements with a course marked (CD) or by completing Child Development 156.			
9. General Education: 18 units; 1 course from each areas			
A. Natural Science (3 units)			
B. Social Sciences (3 units)			
C. Humanities:			
1. Interdisciplinary Humanities (3 units)			
2. Arts, Foreign Language, Literature, & Philosophy (3 units)			
D. Lang & Reality:			
1.English Composition (3 units)			
2.Communication & Analytical Thinking (3 units)			
TOTAL UNITS 35-37			

PREREQUISITE COURSES	CERTIFICATE (Requirements)	UNITS	MET	IP	NEED	Transfer Credit
ART 150	**ART 152: Figure Drawing**	3				CSU, UC, USC
ART 152	**ART 201:Drawing for Animation**	3				CSU
	ART 230: Introduction to 3D Computer Graphics	3				
	PHOTO 121: Photoshop I	3				
Select one of the following options:						
	Digital Modeling: ART 231: Inorganic Modeling and ART 232: Organic Modeling	3 & 3				
PHOTO 121 and ART 220	**Motion Graphics:** ART 220: Introduction to Motion Graphics and ART 221: Advanced Motion Graphics	3 & 3				CSU
	Character Rigging & Animation ART 233: Character Set-Up/Kinematic and ART 234: Advanced 3D Character Set-Up and ART 235: 3D Character Animation and ART 153: Intermediate Figure Drawing	3 & 3 & 3 & 3				
ART 230 and ART 237	**3D Texturing:** ART 237: Creating Textures For 3D Animation and ART 238: Advanced Texturing For 3D Animation	3 & 3				
	Digital Sculpture: ART 245: 3D Digital Character Design I and ART 246: 3D Digital Character Design II	3 & 3				
	Animation Design: ART 205: Fundamentals of Animation I and ART 209: Introduction to Character Design and ART 210: Introduction to Animation Storyboard	3 & 3 & 3				
TOTAL UNITS REQUIRED 18-32						

Required Major Total: 18-32 units
Proposed Sequence
Term 1: 9 units
Term 2: 6 units
Term 3: 6 units
Term 4: 6 units

***Courses with an asterisk may be counted in one area only.
***Students who complete POL S 101 prior to spring 2014 must also complete POL S 106

Online Resources

SalarySurfer

www.salarysurfer.cccco.edu

www.CaCareerZone.org

GLENDALE COMMUNITY COLLEGE

1500 North Verdugo Road, Glendale, CA 91208
Academic Counseling (818) 240-1000 Ext. 5918 Career Center (818) 240-1000 Ext. 5407 or 5408 **SEE A COUNSELOR TO PREPARE A STUDENT EDUCATIONAL PLAN**

Arts, Media and Entertainment

The Arts, Media, and Entertainment industry sector is big business in California. This dynamic sector is relevant statewide, with most of the major employers concentrated in the southern part of the state. It offers jobs that require a vast range of creative and technical knowledge and skills.

The pathway actually splits into three different scenes, each leading to an incredible variety of careers: Media and Design Arts (artists, broadcasters, journalists), Performing Arts (actors, dancers, musicians) and Production and Managerial Arts (producers, managers, engineers).

Choose this path and you'll challenge both your creative and your technical side. You'll study classic art forms one minute, then work with cutting-edge technology the next.

You'll sharpen intangible skills like flexibility, problem-solving and interpersonal communication. And you'll gain invaluable experience in teamwork, decision-making and creative thinking—skills you'll need to thrive in today's media-rich environment.

Arts, Media and Entertinment

Raise the curtain on a great career.

Multi-Media Artists and Animators
$25.48 - $47.21

Graphic Designers
$18.80 - $32.90

Photographers $11.30 - $27.66

How much can you make?

Source:
www.WhoDoUwant2b.com

Technical Level Careers

(with AA or AS degree or certificate)

Stage Manager

Recording Studio Assistant

Special Effects Coordinator

Web Designer

Photographer

Graphic Designer/Artist

Film Maker

Camera Operator

Professional Level Careers

(with BS or BA degree)

Architect

Industrial Designer

Technical Writer

Sound Engineer

Medical Scientific Illustrator

Music Director/Conductor

Sound Design Editor

Visual Effects Coordinator

O*NET ONLINE
www.Online.OneToOnline.org
Has detailed descriptions of the world of work for use by job seekers, students, researchers, and more! Click on "find occupation".

Resources: California Career Zone (www.cacareerzone.org) for occupation information. Related Career Technical Student Organization: FBLA (http://www.cafbla.org/), DECA (http://www.cadeca.org), and SkillsUSA (http://www.skillsusaca.com)