

Information about...

Animation/Gaming

GENERAL INFORMATION

Artists generally fall into one of three categories. Art directors formulate design concepts and presentation approaches for visual communications media. Fine artists, including painters, sculptors, and illustrators create original artwork using a variety of media and techniques. Multi-media artists and animators create special effects, animation, or other visual images using film, video, computers or other electronic media.

Multi-media artists and animators work primarily in motion picture and video industries, advertising, and computer systems design services. They draw by hand and use computers to create the large series of pictures that form the animated images or special effects seen in movies, television programs, and computer games. Some draw storyboards for television commercials, movies, and animated features. Storyboards present television commercials in a series of scenes similar to a comic strip and allow an advertising agency to evaluate proposed commercials with the company doing the advertising. Storyboards also serve as guides to placing actors and cameras on the television or motion picture set and to other details that need to be taken care of during the production of commercials.

Evidence of appropriate talent and skill, displayed in an artist's portfolio, is an important factor used by art directors, clients, and others in deciding whether to hire an individual or to contract out work. The portfolio is a collection of handmade, computer-generated, photographic, or printed samples of the artist's best work. Assembling a successful portfolio requires skills usually developed in a bachelor's degree program or through other postsecondary training in art or visual communications. Internships also provide excellent opportunities for artists to develop and enhance their portfolios.

This information is adapted and quoted from <http://www.bls.gov/oco/ocos092.htm> (March 2009)

Employees who demonstrate more than a working knowledge of a specific commercial software package or traditional animation skills are in demand. Creative organizations seek animators with a broad and integrated foundation of theoretical, practical, and technical skills in production animation, traditional art, modern computer software, and media story flow.

YOUR EDUCATIONAL PLAN

Because animation and digital gaming operate on the cutting edge of technology, traditional art programs at a university are not the only programs available to interested students. Industry leaders such as Disney, Microsoft and Nintendo offer training programs to educate their employees in particular skills, but having a broader range of knowledge enhances those skills.

Private colleges, such as The Art Institute of Seattle and DigiPen, are local options with programs designed to train and empower students with the skills necessary to become viable artists and creators in the field. These schools may not require a full two-year Associate degree for entrance, so you will want to investigate all options before embarking on a plan of action here at Everett Community College. Some students may find that a year of classes here at EvCC through our Visual Communications Design program will prepare them for entrance into a particular program, while other students may find the variety of options that the AAS-DTA provides to be satisfactory.

The Associate in Arts and Sciences – Direct Transfer (DTA) is designed for students with an intention to transfer to a university to pursue a bachelor's degree. With the DTA degree, you will have completed most or all of the lower division, general education requirements typically required within a bachelor's degree. The complete description of this degree program is provided in the Associate of Art and Sciences - DTA Guide.

Keep in mind that the Associate in Arts and Sciences – DTA may give you priority consideration in admission to some universities here in the state of Washington. Please contact the school or program of your choice as early as possible to determine your best course of action, and obtain their recommendation as to what courses to take at the community college. In the meantime, you may find it helpful to take core courses in English, Math, Art and computer applications. Some programs also suggest classes as diverse as Cellular Biology, Beginning Theater, Introduction to Film, Fiction Writing, and Business Law.

ADVISING

Students are strongly encouraged to contact schools and colleges that offer these programs for specific advising. For information about how you can explore this field at Everett Community College, contact:

Greg Kammer, Whitehorse 315, 425-388-9439
gkammer@everettcc.edu

Career information may be found in the Counseling & Student Success office on the third floor of the Parks Student Union.

GETTING STARTED AT EVCC

Our Enrollment Services Office provides information about application and registration for new and continuing students. All new degree-seeking students are required to complete entry advising with the Advising Center prior to registering for first quarter classes. Contact:

- ◆ Enrollment Services, Parks Student Union 201, 425-388-9219, admissions@everettcc.edu
- ◆ Advising Center, Rainier Hall 108, 425-388-9339



About Everett Community College

Improve your personal skills, discover new ideas, prepare for work and/or university transfer, and improve your career prospects through programs at EvCC.

Each term, about 9,500 students enroll in a wide variety of courses. Day, evening, distance, and workplace-based options are available. Students may enroll on a full-time or part-time basis. EvCC offers two-year associate degrees, short-term certificates, endorsements and industry certifications.

Student life can be active. Currently, EvCC offers athletic programs in basketball, baseball, and soccer, to name a few.

Student clubs range from Phi Theta Kappa (the Honor Society) to First Nations to the International Club to the German Club, and more. Our Student Government and Programs Board are always on the go with activities that make college life fun. There are also opportunities to develop leadership skills.

Student services are designed to support students in their studies, remove barriers, and enrich student life. Financial aid services offer grant and loan opportunities, as well as scholarships. Our Counseling & Student Success office has a rich array of information and personal assistance for students. The Diversity and Equity Center supports campus-wide activities and programs that promote growth and opportunity toward cultural understanding.

Former EvCC students have found employment in business and industry, in community service agencies, in schools, and in other locales. Our transfer students are known to do very well at the UW, WWU and other schools.

*Everett Community College does not discriminate based on, but not limited to, race, color, national origin, citizenship, ethnicity, language, culture, age, sex, gender identity or expression, sexual orientation, pregnancy or parental status, marital status, actual or perceived disability, use of service animal, economic status, military or veteran status, spirituality or religion, or genetic information in its programs, activities, or employment. The Title IX Coordinator has been designated to handle inquiries regarding nondiscrimination policies and can be reached at 2000 Tower Street, Everett, WA 98201, TitleIXCoordinator@everettcc.edu, or 425-388-9271. This publication is effective **SEPTEMBER 2010**. The College reserves the right to change courses, programs, degrees and requirements. It is the student's responsibility to be aware of correct information by routinely checking with Enrollment Services and/or the advisors listed in this publication. Requirements applicable to all certificates and degrees are published in the College Catalog. Nothing contained herein shall be construed to create any offer to contract or any contractual rights. For more information, call 425-388-9219, Everett Community College, 2000 Tower Street, Everett, WA 98201, www.everettcc.edu*