

SCENE 4



WHAT IS TECH PREP?

Tech Prep identifies high school courses comparable to Mt. San Jacinto College courses and creates articulation agreements between them. These agreements allow students at their high schools who receive a B or better in a Tech Prep course and on the final to earn college credit at Mt. San Jacinto College without paying any tuition or fees.

Students complete an application while in their articulated high school class (necessary for receiving their college credit). Credit will be applied to students' Mt. San Jacinto College transcript one semester after the high school course has been completed.

MSJC provides guidance for students, parents and high school staff regarding the Mt. San Jacinto College procedures for the college and secondary articulation process.



LEARN TO BE A 3D ANIMATOR

- * To build characters for gaming or film
- * To create rigs to make them move
- * To control the timing of an animation
- * To build suitable environments and vehicles
- * To light and texture scenes with interest
- * To tell compelling stories visually

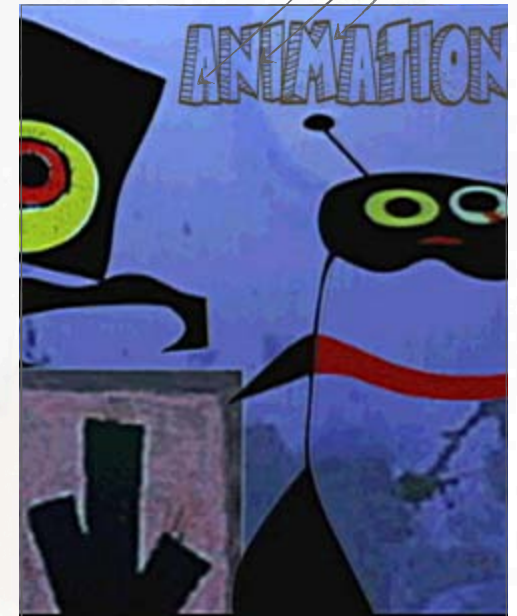
MT. SAN JACINTO COLLEGE
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SCENE 2



MSJC TECH PREP



MUL 131: 3D ANIMATION 1

This first course in the curriculum covers the skills used by the professionals in all aspects of the professional 3D animation process, beginning with Primitives creation and simple Key Animation to more complex Sub-Division Surface modeling and Path Animation. Lighting strategies and Layered Textures are also introduced. Take the course either face-to-face or online.

**High School Students Earn
FREE COLLEGE
CREDIT NOW!**

The More You Learn the More You Earn



3D ANIMATION

SCENE 3



MUL 139: 3D TOPIC - CHARACTER

This advanced third-level course helps you master your craft using tips only the pros know. You can present your work to professional working in the field and measure how you are doing. Character modeling, rigging and animating are the most in-demand specialties, and among the highest-paid.

* Transferable: CSU Elective Credit

* Preferred Prerequisite: [MUL 137](#)

* Units: 3

CUT TO SCENE 15 FOR CLOSE UP

ANIMATION CONCENTRATION (12 UNITS)

Emphasis is on the diverse skills required of individuals who create 3D animation for entertainment, promotion, or visualization. Job Opportunities: [3D Animation Specialist](#) for Special Effects, Gaming and the Web industries.

REQUIRED COURSES (6 UNITS)

MUL-131	3D ANIMATION I	3 UNITS
MUL-137	3D ANIMATION II	3 UNITS

ELECTIVE COURSES (6 UNITS)

MUL-139	3D TOPIC-CHARACTER	3 UNITS
MUL-141	3D TOPIC-EFFECTS	3 UNITS
MUL-143	3D TOPIC-RENDERING	3 UNITS
MUL-245	3D TOPIC-MODELING	3 UNITS

A.S. IN MULTIMEDIA

Multimedia is a term that implies using computers to design and create media products



that are distributed across the range of electronic medium. The "multimedia industry" is a general term used to identify the businesses and people who create, promote, or distribute multimedia products. Multimedia products are used generally to inform, market, educate, or entertain and may consist of interactive DVD/CD products, Internet products, video and photographic projects, digital art images, and printed material. Knowledge of multimedia concepts and tools can prepare students for employment in the fields of traditional business, e-commerce, art, photography, computer graphics and more.

Transfer to a [four-year institution](#) is possible but not necessary for advanced employment opportunities. Completion of MSJC General Education Option A requirements for an Associate degree is recommended to enhance the students' ability to relate content to product.

