Animation & Game Art program
at Collin College
Comparable Programs
Academic Year 2021-2022

Dallas College

In preceding years, **Dallas College** exhibited a diverse array of Community Colleges, including Richland and El Centro, which facilitated opportunities for comparative analysis. It is pertinent to acknowledge the recent consolidation efforts undertaken by the institution, as well as the expansion of Collin College's Game Art & Animation program across multiple campuses within the consolidated college framework.

Dallas College (2 YR)
We teach many software packages including Maya, 3DS Max, Substance, ZBrush, Photoshop, Unreal 4, Unity, GitHub Desktop, Tortoise Git, Mixamo, Adobe Fuse and much more!

We like you to specialize and choose electives from our options so you fit into the following roles that would make up the creative side of a typical game team:

- Visual Effects Artist
- Level Design
- Character Rigging
- 3D Character Artist
- 3D Animator
- Game Designer
- Lighting Artist
- Sound Designer
- Concept Artist
- 3D Artist
- Producer

University of Texas at Dallas (4 yr.)

Undergraduates in the School of Arts, Humanities, and Technology begin their coursework learning the foundations of computer animation, game studies, UX/UI design, motion graphics, digital fabrication, and media histories. In their third year of study, students have the option to select a concentration in Animation and Games, Critical Media Studies, or Emerging Media Arts.

Students who wish to specialize in Animation and Games (A&G) within the Arts, Technology, and Emerging Communication major may apply to be admitted into the concentration after consultation with their academic advisor. A&G provides a thorough grounding in the development and creation of digital animation and games, including 3D computer animation, motion graphics, motion capture, educational games, real-time entertainment, and social gaming. Students are eligible to apply to A&G during their third semester at AHT.

A&G students have the opportunity to work in a studio environment, explore visual narrative, game mechanics and experimental animation, and learn project development and management practices. The concentration examines the potential of animation and games in diverse areas such as entertainment, education, and visualization. Close consultation with academic advisors is recommended.

Tarrant County College (2 yr.)

Game and simulation programmers use 2D and 3D animation techniques to design and develop video games as well as simulations.

Why choose Game, Simulation & Animation Design?

- Exercise your creative & your technical skills every day
- Be able to choose to work independently or as part of an organization
- Learn to use industry-standard software, such as Adobe, Autodesk, Epic & Unity
- Use state-of-the-art hardware in our labs as you learn to create:
    - 2D & 3D games
    - Simulation & animation assets
    - Projects
    - Demo reels
- Create a job interview-ready portfolio of your best work

Prepare for what you will do at work

- Design complex graphics & animations
- Create 2D & 3D images of objects or characters in motion
- Develop video game features, such as story lines, characters & game mechanics
- Collaborate with others on the development team to identify game or simulation details & specifications.

Marketable skills you will learn

- Critical thinking
- Reasoning
- Communication
- Personal & social responsibility
- Teamwork
- Computer literacy

Before you enroll, think about:

- During our program, you must be prepared to work on projects outside of class time.
- You can apply the software skills you will learn in settings other than video game design, such as movie or television production.
- 3 skills or work style traits that will help you succeed in this field:
    - Attention to detail
    - Cooperation
    - Creativity

SMU Guildhall **(4 yr.)**

Since its genesis, SMU Guildhall has set the bar in game development education. The program's achievements can be seen in its high-caliber game successes, program and student game awards and contest wins, consistent high rankings among the top graduate game design programs across the world, and graduate job placements amongst 770+ in-demand alumni who have worked at 270+ studios worldwide.

It's long held a seat in the Top 10 rankings for game development programs internationally by the Princeton Review, sitting at Number 1 for the previous two years. In addition to its Team Game Production curriculum, the Guildhall has been commended for the high quality of its faculty of industry veterans and professionals as well as its career services achievements.

Austin Community College (2 YR)

ACC offers stackable credentials. Certificates prepare you for a career change or career advancement and often include credits that count toward associate degrees. Associate degrees further increase your employability and help you build a strong foundation for university transfer. Learn more.

Explore awards and follow the program maps below to stay on track.

Associate of Applied Science Degree	
2D Animation Specialization	Award Plan | Program Map
3D Animation Specialization	Award Plan | Program Map
Game Art Specialization	Award Plan | Program Map
Game Design Specialization	Award Plan | Program Map
Motion Graphics and Visual Effects Specialization	Award Plan | Program Map
Certificate Level 2	
2D Animation Level 2	Award Plan | Program Map
3D Animation Level 2	Award Plan | Program Map
Game Art Level 2	Award Plan | Program Map
Game Design Level 2	Award Plan | Program Map
Motion Graphics and Visual Effects Level 2	Award Plan | Program Map