

# ANIMATION THEORY AND PRACTICE CERTIFICATE

## ANIM-C-ANM

**Subject:** Administered by the Department of Film and Media and the Faculty of Arts and Science.

**Plan:** Consists of 15.00 units as described below.

**Program:** The Plan will lead to a Certificate in Animation Theory and Practice.

FILM 379	Virtual and Augmented Reality App Development	3.00
FILM 394	Post-Production	3.00
FILM 401	Special Effects	3.00

Code	Title	Units
<b>1. Core</b>		
<b>A. Complete the following:</b>		
ANIM 200	Introduction to Animation	3.00
<b>2. Option</b>		
<b>A. Complete 12.00 units from the following course list 2.00</b>		
ANIM_Options		
<b>Total Units</b>		<b>15.00</b>

## 3. Notes

A. No more than 6.00 units of core and option courses may be counted toward the requirements of both the Certificate and another Arts and Science Program.

B. No more than 6.00 units of core and option courses may be transfer credits from outside Queen's University.

## Animation Course Lists

The following list contains courses offered through other Departments. In accordance with Academic Regulation **2.6** (Access to Classes), students do not have enrolment priority in all of these courses. Access to these courses may only be made available during the Open Enrolment period, and then only if space permits.

### ANIM\_Options

Code	Title	Units
<b>Animation Theory and Practice Options</b>		
ANIM 201	Animation Festival Programming	3.00
ANIM 400	Special Topics in Animation	3.00
FILM 200	Introduction to Video Game Studies	3.00
FILM 220	Animated Feature Films from Disney to Ghibli	3.00
FILM 316	Video Games and Culture	3.00
FILM 356	Animation Production	3.00
FILM 368	Animation Theory and Criticism	3.00
FILM 369	Advanced Animation Production	3.00
FILM 377	3D Animation	3.00
FILM 378	Computational Cinema	3.00