Technical Standards for Digital Effects & Animation, AAS and Gaming Certificate

2019

Our program technical standards have been developed to help students understand nonacademic standards, skills, and performance requirements expected of a student in this particular curriculum.

If an accommodation is necessary to participate in the program, it is imperative to identify a reasonable accommodations to those students who qualify under the Americans with Disabilities Act (ADA). Reasonableness is determined by the Disability Services Office (DSO) and the program on a case-by-case basis utilizing the program technical standards. The accommodation needs to be in place prior to the start of the program, or it may delay your ability to start the program. It is the student's responsibility to contact the DSO and request accommodations.

Skills	Description	Specific Examples
Motor Skills	Possess fine and gross motor skills as required to complete this program of study.	•Create detailed drawings, use of computer tablet pens, and other input devices.
Vision	Vision sufficient enough to access printed and electronic information, colors, shades and hues of colors, and color match, as well as movement and interactions in actors for reference.	• Necessary ability to access detailed prints, drawings, and measuring instruments (architectural scales, measuring tapes, etc.). •Identify colors, including subtle differences in colors. •Ability to track movement and identify center weight shifts, contact points, etc., for observed motions of actors for reference.

Skills	Description	Specific Examples
Hearing	Ability to perceive sounds.	•Tracking audio or dialogue for syncing purposes in animated characters and effects.
Technological	Possess the ability to access information on a computer, search the internet, correspond via email, learn and use industry software.	•Capable of working at a computer for 10+ hours per day •Familiarity with Photoshop, After Effects, AutoDesk Maya, Toon Boom Harmony, ZBrush, Acrobat and Windows and/or Mac
Communication	Effective communication with others, both verbally and written.	• Professional communication with peers, supervisors, and industry professionals • Read and Write in Business English
Critical Thinking/ Problem Solving	Objectively analyzing facts and information to generate solutions.	•Be able to think in 2D and 3D for conceptualization of spaces or characters. •Possess the capacity to work through the high-level thinking inherent to the design process. •Making decisions under stress of deadlines
Interpersonal Skills	Interpersonal skills sufficient for professional interactions with a diverse population of individuals, teams, and corporations.	•Maintain appropriate personal appearance. •Establish rapport with clients and colleagues •Create and present professional presentations

Skills	Description	Specific Examples
Mathematical	Basic mathematical ability involving arithmetic, geometry.	•Determining amount and costs of time to complete project. •Figuring a project budget •Use and understand an Architectural scale

This document is intended to serve as a guide regarding the physical, emotional, intellectual and psychosocial expectations placed on a student. This document cannot include every conceivable action, task, ability or behavior that may be expected of a student. Meeting these technical standards does not guarantee employment in this field upon graduation. Ability to meet the program's technical standards does not guarantee a student's eligibility for any licensure, certification exam, or successful completion of the degree program.