

3D ANIMATOR 2016-17

Class Meets: Monday - Friday
Class Time: 8:00 am to 3:00 pm

Instructor: Jeremy Wright
1050 hours - 9 months

This major prepares students to utilize animation skills to develop products for the Web, mobile devices, computer games, entertainment training simulations, and live video. They learn to create an animated sequence that conveys a story through the application of traditional film making principles in a 3D computer graphics environment. Students gain skills required for Adobe Certified Expert, Adobe Certified Associate, and/or Autodesk industry certifications. (Advanced Effects for Motion Graphics is an optional course that may be added to this career major).

TUITION		\$ 1,575.00
1st Semester	\$	787.50
2nd Semester	\$	787.50
TEXTBOOKS		\$ -
Students are not required to purchase textbooks or supplemental reference materials.		
MISC. EXPENSES		\$ 73.00
These are additional costs, and are not charged against Pell, Post 911 and/or some funding agencies. These are considered out of pocket expenses.		
Headphone.....	\$	25.00
3" 3 ring binder.....	\$	20.00
USB / Flash Drive 1 gig	\$	15.00
Student Organization Fee (BPA)	\$	10.00
Replacement Student ID Badge	\$	3.00
TOTAL COST FOR PROGRAM		\$ 1,648.00

Tuition and fees or documentation from your funding agency is due by the first day of class each semester. Students who are enrolled in a career major for more than 10 scheduled school days will be responsible for the full semester's tuition and fees, regardless of enrollment or funding status.

TUITION AND FEES WILL NOT CHANGE WHILE A STUDENT IS ENROLLED IN THE PROGRAM

FUNDING AGENCIES:

Please contact GPTC before issuing a payment for student's tuition and fees.