DigiPen Art & Animation

WANIC

DigiPen
INSTITUTE OF TECHNOLOGY

- **Location:** DigiPen Institute of Technology
- **High School Credits:** Year 1- CTE (1.0), Fine Art (1.0), Art History (1.0). Year 2- CTE (2.0), AP Art (1.0)
- **2 Year Program Available**
- **Program fees apply** (financial assistance may be available for qualifying students)
- **College Credits:** DigiPen Credits TBD

This is a full year 3-period Skill Center class (3 high school credits). Exciting career opportunities for digital artists have never been greater but whether producing art assets for a video game, creating a 2D or 3D animation, or compositing visual effects, today's artists must have strong traditional skills to be competitive. The DigiPen Art & Animation track focuses on establishing this foundation, concentrating on both art and animation techniques that strengthen artistic skills. No prior art or animation skills are required as this structured program covers the basics including perspective, color, form, value, design, composition, and timing. Like learning a new language, students gain an understanding of the "grammar" of art and develop a fluency with their digital art skills, they apply critical design process to create the amazing visuals and animation expected by today's audience.

- Practice the nature of drawing with emphasis on perspective and effective use of depth cues to create the illusion of form and space.
- Discover how shape, color, and value work together to create 2D visual artworks.
- Understand the role and responsibilities of a production artist in solo and group settings.
- Apply critical animation principles such as timing, spacing, and keyframes.
- Utilize 2D and 3D digital tools and techniques to aid in the art production process.
- Practice the Video Game production process including pitches, design documents, scheduling, milestones, testing, time management, and working on interdisciplinary teams.

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DigiPen Art & Animation Occupations

Sample of reported job titles: 3D Animator, 3D Artist, Animation Director, Animator, Art Director, Artist, Creative Director, Design Director, Designer, Director of Creative Services, Graphic Artist, Graphic Designer, Group Art Supervisor, Illustrator

Median Yearly Salary Seattle Metro area*

- Art Directors Average wages $109,330
- Graphic Designers $72,850
- Special Effects Artists and Animators $87,620

Source: careeronestop.org, U.S. Department of Labor's Bureau of Labor Statistics 2021

PREPARE FOR COLLEGE AND A CAREER!

WANIC (Washington Network for Innovative Careers) is a regional skill center in Northeast King County. WANIC provides advanced level Career and Technical Education (CTE) programs based on rigorous academic and industry standards preparing students for career and college readiness. WANIC Skill Center programs are delivered through a system of branch campuses in seven participating districts. The skill center programs provide dual credit opportunities (both high school and college credit) and/or lead to industry certifications.

Washington Network for Innovative Careers

WANIC Skill Center serves high school students from these School Districts:

Bellevue ◆ Issaquah ◆ Lake Washington
Mercer Island ◆ Northshore ◆ Riverview ◆ Snoqualmie Valley

WANIC Skill Center

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