

## **Notification of Request for Authorization under the Degree-Granting Institutions Act**

**Date posted:** May 2, 2013  
**Institution:** International Academy of Design & Technology  
**Current status:** Authorized to offer degree programs at its Seattle campus  
**Nature of request:** Authorization to offer an additional degree program at the Seattle campus  
**Proposed program:**  
Bachelor of Science in Animation Technology

**Washington site where the program will be offered:**  
International Academy of Design & Technology-Seattle  
645 Andover Park West  
Tukwila, WA 98188

### **Background:**

International Academy of Design & Technology (IADT) has been authorized to offer certain associate and bachelors degree programs in Washington since May 3, 2004. It is accredited by the Accrediting Council for Independent Colleges and Schools (ACICS) as a branch campus of the Tampa, FL campus of International Academy of Design & Technology.

### **Nature of the review:**

Prior to granting authorization to offer new degree programs in Washington State, the Washington Student Achievement Council/Degree Authorization reviews elements such as program outcomes, course requirements, method of course delivery, faculty credentials, and student services.

The program to be offered by International Academy of Design & Technology-Seattle appears to meet the requirements of the Degree-Granting Institutions Act.

Information on the additional program can be found at the end of this notice.

### **Timeline:**

The Council will accept comments on this application until May 16, 2013.

Any individuals with knowledge that may indicate the institution and/or the program does not meet the authorization requirements of WAC 250-61 are requested to submit comments to:

[Degree Authorization](#).

If you would like to know more about the current law and regulations that govern the program, they can be found at the following links: the statute is [RCW 28B.85](#) and the regulation is [WAC 250-61](#).

Program Title:

**Bachelor of Science in Animation Technology**

Program Outcomes:

“The Bachelor of Science in Animation Technology is designed to prepare students for careers in the animation production industry. The objective of this program is to provide an education for creative people to develop an artistic foundation in conjunction with animation theory and technology. These skill sets will culminate a balance between art, theory and technology to provide students with the professional level of knowledge needed to seek employment within the animation production related fields of Visual Effects, Character Animation, and Motion Graphics.

A heavy emphasis on pre-production will set the foundation for an opportunity to produce and develop a successful animated short film. Industry professionals will serve as mentors to help guide students through the production process while potentially acquiring advanced skill sets which can provide the opportunity to complete the animated short film.

This combination of artistic and technical knowledge, plus a foundation of general education coursework, offers students a balanced and well-rounded education essential to successfully perform and communicate in this industry.

These objectives support the mission of the institution by preparing students for the following possible careers: technical Artist, Visual Effects Artist, 2D and 3D animator, Character Animator, Character Rigger, 3D modeler, 3D Lighting Artist, 3D Texture Artist, interstitial Developer, Compositor, Storyboard Artist, Conceptual Artist.”

Number of Credits: 180 quarter credits

Mode of Delivery: Primarily residentially, although some courses are available via distance learning as provided by the main campus of IADT in Tampa, FL.

Required Courses: (all courses are 4 credits each)

General Education Courses: (56 credits total)

COMM101 Interpersonal Communications

ECON315 Global Economics

ENGL101 English Composition I

ENGL102 English Composition II

HUMN101 Information Literacy

HUMN301 History of Art I

HUMN302 History of Art II

HUMN401 Literature and Film

MATH130 College Algebra

PHIL405 Ethics

SCIE201 Environmental Science

SCIE310 Physical Anthropology

SOCS201 Cultural Diversity

SOCS401 Political Science

Core Courses: (124 total credits)

ATEC101 Animation Theory

ATEC105	Design Principles
ATEC115	Drawing I
ATEC120	3D Modeling I
ATEC125	Drawing II
ATEC130	3D Modeling II
ATEC135	Animation Fundamentals
ATEC140	3D Texturing
ATEC145	2D Animation
ATEC200	3D Lighting Composition
ATEC205	Cinematography
ATEC210	3D Animation
ATEC220	Dynamics
ATEC230	3D Character Animation
ATEC240	Motion Graphics
ATEC305	Concept Design
ATEC310	Visual Storytelling
ATEC315	Production Management
ATEC320	Pre-Production
ATEC330	Advanced Modeling
ATEC400	Scripting Techniques
ATEC405	Rigging Techniques
ATEC410	Advanced Texturing
ATEC415	Production Studio I
ATEC420	Advanced Compositing
ATEC425	Production Studio II
ATEC435	Production Studio III
ATEC445	Post Production
ATEC450	Business of Animation
ATEC460	Professional Portfolio
ATEC470	Animation Capstone