PROGRAM SPECIFICATIONS

Awarding Institution	De La Salle-College of Saint Benilde
School	School of New Media Arts
Program Accreditation	
Name of Final Award	
Program Title	**Associates in Animation (A-ANI)**
CMO Reference	**CMO 13 series of 2021**
Academic Year Implementation	AY 2025- 2026
Academic Year Revision	
Description of the Program	Benilde's Animation Program is a comprehensive course where students go through the various processes of the animation pipeline. The Program provides industry standard facilities that will give students ample animation studio experience inside the laboratory. The Program, also, recruits and encourages industry practitioners to share and teach their expertise. This will ensure that learnings will be authentic and true to the animation industry's standard. The mentor and apprentice relationship that the program conforms to is consistent with the Learner-Centered educational philosophy of Benilde.
Program Goals	The course aims to develop their creativity, critical thinking, and storytelling skills. They will learn the fundamentals of drawing, design, and animation to be able to create appealing characters and backgrounds for animation. They will immerse in different mediums such as experimental stop-motion animation, 2D animation, 3D animation, and Virtual Reality animation. They will then choose on what medium they prefer to use in creating their thesis film. The Program is dedicated in providing a nurturing environment for authentic learning. It simulates an animation studio environment inside the laboratory. This increases students' motivation to learn, It also speeds up their learning and skills development.

Expected Program Learning Outcomes	Upon completion of the **ASSOCIATES IN ANIMATION,** students are expected to: **Skills:** PO1. Develop the basic skills in creating solid drawings and designs for animation. PO2. Conceptualize ideas to create pre-production materials such as character designs, background designs, storyboards, moment boards, and animatics, which are needed for the production of an animated film. PO3. Exhibit technical mastery through the use of animation principles and different mediums and software in creating animations. PO4. Accumulate a body of works that can serve as their portfolio based on their chosen expertise. PO5. Exemplify the Lasallian Core Values through their work and how they interact with any individual. PO6. Exhibit interpersonal and communication skills necessary in marketing their work through story pitches and critique sessions. PO7. Create business proposals that can launch as start-up/ micro-business through researching about the actual needs of the intended market.
Admission Requirements	All students must pass the Benildean Entrance Exam (BEE). The information regarding the application, admission timetable, and application results may be viewed at Benilde Admissions Center. Downloadable forms and school brochures are available from this site. Applicants applying to any degree or non-degree program offered by DLS-CSB are expected to provide complete medical disclosure of past or present conditions that may affect student learning and their intention to be a member of the Benildean community.
Program Overview	The program comprises a total of 79 units.

Course Classification	Total Credit Units
General Education Courses	15
Institutional Courses	(5)
Core Courses	18
Specialization Courses	18
Professional Courses	3
Practicum / OJT	6
NSTP and Physical Education	8 (6)
Total No. of Units	68(11)

Curriculum and Program Structure	The curriculum and program structure are outlined in the course sequence. The curriculum map shows the alignment between the courses in the program and the program outcomes.
Teaching and Learning Strategies, Assessment	DLS-CSB espouses Outcome-based Education and promotes Learner-centered parameters. A balance of theory and practice is achieved through lecture courses combined with laboratory courses/sessions and application sites such as the teaching hotel, training restaurants, and training travel agency unit. Various assessment strategies include class discussion, written and oral examinations, return demonstration, journal submission,

	reflective essays, assignments, seatwork, case study analysis, portfolio submission, final project, and individual/group report.

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School of New Media Arts
Associates in Animation

COURSE SEQUENCE

Term 1				
Course Code	**Course Title**	**Units**	**Pre-requisite**	**Co-requisite**
ANIGRAP	Computer Graphics for Animation	3		
ANIDRAW	Drawing Fundamentals for Animation	3		
ANITECH	Technology for Animation	3		
ANIMPRN	Animation Principles	3		
CSBLIFE	College of Saint Benilde Student Life	(3)		
PATHFT1	Physical Activities Toward Health and Fitness1	2		
	TOTAL UNITS	14(3)		

Term 2				
Course Code	**Course Title**	**Units**	**Pre-requisite**	**Co-requisite**
ANICHAR	Character Design for Animation	3		
AANTRK1	Associate in Animation Specialization Track 1	3		
GELECT2	GE Elective 2	3		
MATWRLD	Mathematics in the Modern World	3		
BIBCRED	Bible and Church- Credit	1		
PATHFT2	Physical Activities Toward Health and Fitness 2	2	PATHFT1	
	TOTAL UNITS	14(1)		

Term 3

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Course Code	Course Title	Units	Pre-requisite	Co-requisite
ANSTYBD	Storyboarding for Animation	3		
AANTRK2	Associate in Animation Specialization Track 2	3		
ANVIDEV	Visual Development for Animation	3		
ANICOMP	Compositing for Animation	3		
NSTP-01	National Service Training Program 01	(3)		
PATHFT3	Physical Activities Toward Health and Fitness 3	2	PATHFT2	
	TOTAL UNITS	14(3)		
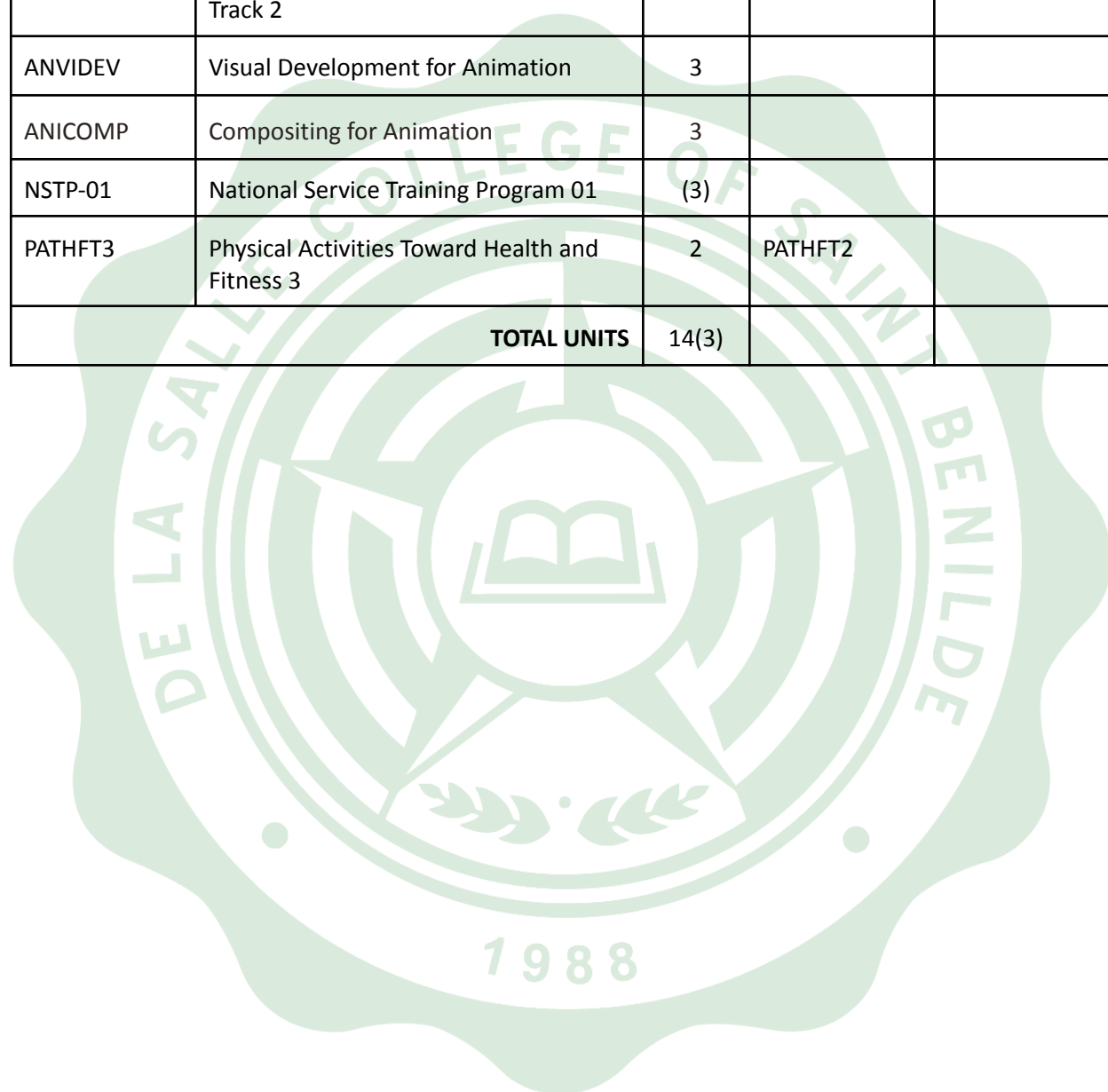
Term 4				
Course Code	**Course Title**	**Units**	**Pre-requisite**	**Co-requisite**
ANENTRP	Animation Entrepreneurship	3		
AANTRK3	Associate in Animation Specialization Track 3	3		
GELECT3	GE Elective 3	3		
CONWORL	Contemporary World	3		
NSTP-02	National Service Training Program 02	(3)		
PATHFT4	Physical Activities Toward Health and Fitness 3	2		
	TOTAL UNITS	14(3)		

Term 5				
Course Code	**Course Title**	**Units**	**Pre-requisite**	**Co-requisite**
ANPRTFL	Animation Portfolio	3		
AANTRK4	Associate in Animation Specialization Track 4	3		
JORIZAL	Life and Works of Rizal	3		
CSBGRAD	College of Saint Benilde Graduating Student	1	CSBLIFE	
	TOTAL UNITS	9(1)		

Term 6				
Course Code	**Course Title**	**Units**	**Pre-requisite**	**Co-requisite**

ANI-OJT	Animation OJT	3		
TOTAL UNITS		3		

PROFESSIONAL ELECTIVE COURSES

PROGRAM ELECTIVES					
Course Code	**Course Title**	**Units**	**Pre-requisite**	**Co-requisite**	
AANTRK1	Associate in Animation Specialization 1	3			
3DASSET	3D Asset for Animation				
2D-TRAD	2D Tradigital Animation				
ANANTMY	Anatomy				
AANTRK2	Associate in Animation Specialization 2	3			
3D-CHAR	3D Character Animation				
2D-DIGI	2D Digital Animation				
ANLFDRW	Life Drawing for Animation				
AANTRK3	Associate in Animation Specialization 3	3			
3DELEC1	3D Sculpting and Rigging				
2DELEC1	Advanced 2D Animation				
ANIMLAY	Layout for Animation				
AANTRK4	Associate in Animation Specialization 4	3			
2DELEC2	Advanced 2D Rigging and Compositing				
3DELEC2	3D Visual Effects				
ANCOMIC	Sequential Art and Illustration				

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GENERAL EDUCATION ELECTIVES
GELECT2- Arts and Humanities

Course Code	Course Title	Units	Pre-requisite	Co-requisite
PANITIK	Panitikan at Ang Kulturang Popular	3		

GELECT3- Arts and Humanities

Course Code	Course Title	Units	Pre-requisite	Co-requisite
INTEFIL	Interaktibong Filipino sa Multidisiplinaryong Larangan	3		

PATHFT3: Physical Activity Towards Health and Fitness 3

Course Code	Course Title	Units	Pre-requisite	Co-requisite
PATHF3S	Sports - Fencing / Badminton / Table Tennis	2	PATHFT1, PATHFT2	
PATHF3D	Dance - Popularized Dance	2	PATHFT1, PATHFT2	
PATHF3G	Group Exercise - Dance Aerobics	2	PATHFT1, PATHFT2	
PATHF3O	Outdoor and Adventure Activities - Philippine Games / Aquatics	2	PATHFT1, PATHFT2	
PATHF3M	Martial Arts - Arnis	2	PATHFT1, PATHFT2	

PATHFT4: Physical Activity Towards Health and Fitness 4

Course Code	Course Title	Units	Pre-requisite	Co-requisite
PATHF4G	Group Exercise - Yoga	2	PATHFT1, PATHFT2	
PATHF4M	Martial Arts - Judo	2	PATHFT1, PATHFT2	
PATHF4O	Outdoor and Adventure Activities - Walking for Fitness	2	PATHFT1, PATHFT2	
PATHF4S	Sports - Basketball / Futsal / Volleyball	2	PATHFT1, PATHFT2	

CURRICULUM MAP

I.	Core Courses	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6						
	Drawing Fundamentals for Animation (ANIDRAW)	X		X	X								
	Character Design for Animation (ANICHAR)	X	X		X								
	Storyboarding for Animation (ANSTYBD)			X	X								
	Animation Principles (ANIMPRN)	X	X		X								
	Visual Development for Animation (ANVIDEV)	X	X		X								
	Computer Graphics for Animation (ANIGRAP)	X	X		X								
II.	Professional and Specialization Courses	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6						
	Animation Entrepreneurship (ANENTRP)			X	X	X	X						
	Associate in Animation Specialization 1 (AANTRK1)												
	3D Asset for Animation (3DASSET)		X		X								
	2D Tradigital Animation (2D-TRAD)	X	X		X								
	Anatomy for Animation (ANANTMY)	X		X	X								
	Associate in Animation Specialization 2 (AANTRK2)												
	3D Character Animation (3D-CHAR)		X		X								
	2D Digital Animation (2D-DIGI)		X		X								
	Life Drawing for Animation (ANLFDRW)	X			X	X							
	Associate in Animation Specialization 3 (AANTRK3)												
	3DELEC1		X		X								
	2DELEC1		X		X								
	Layout for Animation (ANIMLAY)	X	X		X								
	Associate in Animation Specialization 4 (AANTRK4)												
	3DELEC2		X		X		X						

				X		X			X					
	2DELEC2			X		X			X					
	ANCOMIC	x		x		X			X					
	Technology for Animation (ANITECH)			x		X			X					
	Compositing for Animation (ANICOMP)					X			X					
III.	**Practicum**	PO 1		PO 2	PO 3	PO 4	PO 5	PO 6						
	Animation Portfolio (ANPRTFL)			x	x	x	x	x						
	Animation OJT (ANI-OJT)			x	x	x	x							