

De La Salle-College of Saint Benilde
School of New Media Arts
Associates in Animation

PROGRAM SPECIFICATIONS

Awarding Institution	De La Salle-College of Saint Benilde
School	School of New Media Arts
Program Accreditation	
Name of Final Award	Associates in Animation (AiA)
Program Title	Associates in Animation (AiA)
CMO Reference	CMO 13 series of 2021
Academic Year Implementation	AY 2025- 2026
Academic Year Revision	
Description of the Program	<p>Benilde’s Associate in Animation is an outcomes-based program that empowers students to become creative, critical, and industry-ready animation professionals. Rooted in real-world studio practices, the program immerses learners in the complete animation pipeline—from conceptualization and storytelling to production and post-production—equipping them with both artistic expression and technical proficiency.</p> <p>Students learn in industry-standard facilities and engage directly with mentors who are active animation professionals, ensuring that their education remains authentic, relevant, and aligned with global industry demands. Guided by Benilde’s learner-centered philosophy, the program nurtures creativity, discipline, and collaborative spirit, preparing students for dynamic careers as 2D or 3D animators, storyboard artists, character designers, technical directors, or independent content creators in local and international animation studios.</p>
Program Goals	<p>The Associate in Animation program aims to develop students into creative, critical, and industry-ready animation professionals. It fosters storytelling skills, artistic expression, and technical proficiency through immersive training in the fundamentals of drawing, design, and animation. Students explore a variety of animation techniques—including experimental stop-motion, 2D, 3D, and Virtual Reality—and select their preferred medium for the creation of a thesis film.</p> <p>Rooted in real-world studio practices and guided by a learner-centered philosophy, the program provides a nurturing and authentic learning environment. By simulating a professional animation studio within the classroom, students are empowered</p>

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	<p>to collaborate, innovate, and grow in a setting that accelerates both learning and skills development.</p>
<p>Expected Program Learning Outcomes</p>	<p>Upon completion of the ASSOCIATES IN ANIMATION, students are expected to:</p> <p>Knowledge:</p> <p>PO1. Conceptualize creative ideas and develop pre-production materials including character designs, background designs, storyboards, moment boards, and animatics that support the production of animated films.</p> <p>PO2. Develop business proposals for potential start-ups or micro-enterprises by researching the needs and interests of target markets.</p> <p>Skills:</p> <p>PO3. Demonstrate foundational skills in drawing and design to support visual storytelling and animation development.</p> <p>PO4. Apply animation principles and utilize various media and software to produce technically sound and expressive animated works.</p> <p>PO5. Compile a portfolio that reflects the student’s chosen area of expertise, showcasing technical proficiency and creative growth.</p> <p>PO6. Demonstrate effective interpersonal and communication skills during story pitches, critiques, and professional presentations.</p> <p>Values:</p> <p>PO7. Exemplify the Lasallian Core Values through their work and how they interact with any individual.</p>
<p>Admission Requirements</p>	<p>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.</p> <p>As part of the process, students are required to attend an interview</p>

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	<p>with the Animation Program Chairperson or AiA Coordinator, where they will present their portfolio for review.</p> <p>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.</p>																		
<p>Program Overview</p>	<p>The program comprises a total of 79 units.</p> <table border="1" data-bbox="636 632 1459 1255"> <thead> <tr> <th data-bbox="636 632 1243 732">Course Classification</th> <th data-bbox="1243 632 1459 732">Total Credit Units</th> </tr> </thead> <tbody> <tr> <td data-bbox="636 732 1243 800">General Education Courses</td> <td data-bbox="1243 732 1459 800">15</td> </tr> <tr> <td data-bbox="636 800 1243 865">NSTP and PATHFT Courses</td> <td data-bbox="1243 800 1459 865">8 (6)</td> </tr> <tr> <td data-bbox="636 865 1243 930">Institutional Courses</td> <td data-bbox="1243 865 1459 930">(5)</td> </tr> <tr> <td data-bbox="636 930 1243 995">Core Courses</td> <td data-bbox="1243 930 1459 995">18</td> </tr> <tr> <td data-bbox="636 995 1243 1060">Specialization Courses</td> <td data-bbox="1243 995 1459 1060">18</td> </tr> <tr> <td data-bbox="636 1060 1243 1125">Professional Courses</td> <td data-bbox="1243 1060 1459 1125">3</td> </tr> <tr> <td data-bbox="636 1125 1243 1190">Practicum / OJT</td> <td data-bbox="1243 1125 1459 1190">6</td> </tr> <tr> <td data-bbox="636 1190 1243 1255" style="text-align: right;">Total No. of Units</td> <td data-bbox="1243 1190 1459 1255">68 (11)</td> </tr> </tbody> </table>	Course Classification	Total Credit Units	General Education Courses	15	NSTP and PATHFT Courses	8 (6)	Institutional Courses	(5)	Core Courses	18	Specialization Courses	18	Professional Courses	3	Practicum / OJT	6	Total No. of Units	68 (11)
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<p>Curriculum and Program Structure</p>	<p>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.</p>																		
<p>Teaching and Learning Strategies, Assessment</p>	<p>DLS-CSB upholds the principles of Outcomes-Based Education (OBE) and champions learner-centered strategies across all its academic programs. The teaching and learning process is designed to strike a balance between theoretical knowledge and practical application. This is achieved through a combination of lectures, collaborative learning, discussions, project-based tasks, and independent research. Depending on the discipline, learning is further enriched through simulations, creative outputs, industry immersions, community engagement, and capstone projects. Faculty members act as facilitators who guide students in developing critical thinking, creativity, ethical reasoning, and problem-solving skills, fostering a dynamic and responsive learning environment.</p>																		

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To ensure that learning outcomes are effectively met, a variety of formative and summative assessments are employed. These include written and oral examinations, class participation, case study analyses, reflective essays, journal submissions, and creative projects. Students may also be assessed through individual and group presentations, portfolio submissions, and performance tasks appropriate to their field of study. Capstone or culminating projects provide opportunities to synthesize learning, while peer and self-assessments encourage reflection and personal growth. E-assessments and digital submissions are also utilized to enhance flexibility and accessibility.



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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	Panitikan at Ang Kulturang Popular	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				
Course Code	Course Title	Units	Pre-requisite	Co-requisite
ANSTYBD	Storyboarding for Animation	3		

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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)		



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Term 4				
Course Code	Course Title	Units	Pre-requisite	Co-requisite
ANENTRP	Animation Entrepreneurship	3		
AANTRK3	Associate in Animation Specialization Track 3	3		
GELECT3	Interaktibong Filipino sa Multidisiplinaryong Larangan	3		
CONWORLD	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		

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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			
ANLFDRAW	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			

GENERAL EDUCATION ELECTIVES				
GELECT2- Arts and Humanities				
Course Code	Course Title	Units	Pre-requisite	Co-requisite
PANITIK	Panitikan at Ang Kulturang Popular	3		

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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	

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CURRICULUM MAP

I.	Core Courses	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7
	Drawing Fundamentals for Animation (ANIDRAW)	X		X				
	Character Design for Animation (ANICHAR)	X		X				
	Storyboarding for Animation (ANSTYBD)	X					X	
	Animation Principles (ANIMPRN)	X		X	X			
	Visual Development for Animation (ANVIDEV)	X		X				
	Computer Graphics for Animation (ANIGRAP)	X		X				
II.	Professional and Specialization Courses	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7
	Animation Entrepreneurship (ANENTRP)		X					
	Associate in Animation Specialization 1 (AANTRK1)	X						
	3D Asset for Animation (3DASSET)	X			X			
	2D Tradigital Animation (2D-TRAD)	X		X	X			
	Anatomy for Animation (ANANTMY)	X		X				
	Associate in Animation Specialization 2 (AANTRK2)	X						
	3D Character Animation (3D-CHAR)	X			X			
	2D Digital Animation (2D-DIGI)	X			X			
	Life Drawing for Animation (ANLFDRAW)	X		X				
	Associate in Animation Specialization 3 (AANTRK3)	X						
	3DELEC1	X			X			
	2DELEC1	X			X			
	Layout for Animation (ANIMLAY)	X		X				
	Associate in Animation Specialization 4 (AANTRK4)	X						
	3DELEC2	X			X			
	2DELEC2	X		X	X			
	ANCOMIC	X		X				

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