

Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: UNDG 2017-2018 ▼

AnimationComputer BFA 17

84 CREDITS ARE REQUIRED to complete the Bachelor of Fine Arts major upon entrance into the BFA program. An overall total of 128 credits are required to graduate with this BFA.

CAS CORE REQS

CAS CORE REQS 15cr

Courses: 5/5

Course	Title	Credits	Grade
24-1000	Cinema Notebooks	3	C
24-1001	Cinema Image & Process	3	C
24-1710	Screenwriting I: Writing the Short Film	3	C
24-2550	World Cinema I	3	C

OR 1 of the following:

24-2551 World Cinema II	3	C
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Plus any 3-credit Cinema Studies class (24-25***** OR 24-3501 Topics in Cinema: Narrative):

24-25*****	C
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COMPUTER ANIM CORE 11cr

Courses: 3/3

Course	Title	Credits	Grade
26-1000	Animation I	4	C
26-2040	Storyboarding for Animation	4	C
26-1070	History of Animation	3	C

COMP ANIM BFA REQS 11cr

Courses: 3/3

Course	Title	Credits	Grade
26-1015	Introduction to Computer Animation	4	C
26-3045	Computer Animation	4	C
26-2025	Drawing for Animation I	3	C

OR 1 of the following:

26-1030 Stop-Motion Animation	3	C
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Plus any one (1) of the following advanced CG courses:

ADVANCED CG COURSE 4cr

Courses: 1/1

Course	Title	Credits	Grade
26-3046	Advanced Computer Animation	4	C
26-3082	Environmental Design & Modeling	4	C
26-3086	Character Design and Modeling	4	C

COMP ANIM CAPSTONE REQ

The 26-4060 Animation Solo Project course is a repeated course which students take twice while working on thesis films:

COMP ANIM CAPSTONE 24cr Courses: 5/5

Course	Title	Credits	Grade
26-3051	Animation Preproduction	4	B
26-4085	Animation Production Studio I	6	C
26-4060	Animation Solo Project	4	B
26-4060	Animation Solo Project	4	B
26-4090	Animation Production Studio II	6	C

COMPUTER ANIM ELECTIVES

COMP ANIM ELECTIVES 19cr Courses: 5/6

Course	Title	Credits	Grade
24-3020	CVFX: Studio	4	C
26-2025	Drawing for Animation I	3	C
26-1030	Stop-Motion Animation	3	C
26-3046	Advanced Computer Animation	4	C
26-3049	Computer Animation: Visual Effects	4	C
26-3050	Acting For Animators	3	C
26-2080	Motion Capture I	4	C
26-3081	Motion Capture II	4	C
26-3082	Environmental Design & Modeling	4	C
26-3086	Character Design and Modeling	4	C
26-4089	Advanced Character & Environmental Design	4	C

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