

Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

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

AnimationTradition BFA17

84 CREDITS REQUIRED for this Traditional Animation BFA. An overall total of 128 credits or more are required to graduate with a BFA:

CAS CORE

CAS CORE 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*****	3	C
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TRAD ANIMATION 11cr

Courses: 3/3

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

ART & DESIGN REQS 9cr

Courses: 3/3

Course	Title	Credits	Grade
22-1102	Art History II: Renaissance to Modern	3	C
22-1210	Drawing for Non-Majors	3	C
21-2402	Figure Drawing	3	C

BFA REQUIREMENTS

BFA REQUIREMENTS 12cr

Courses: 4/4

Course	Title	Credits	Grade
26-2010	Animation Layout	3	C
26-2025	Drawing for Animation I	3	C
26-2075	Digital Animation Techniques: Ink, Paint & Composite	3	C
26-3026	Drawing for Animation II	3	C

CAPSTONE REQUIREMENTS

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

CAPSTONE REQS 24cr

Courses: 5/5

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

ANIMATION ELECTIVES

ANIMATION ELECTIVES 13cr

Courses: 4/5

Course	Title	Credits	Grade
26-1015	Introduction to Computer Animation	4	C
26-2028	Alternative Strategies in Animation	3	C
26-1030	Stop-Motion Animation	3	C
26-3031	Stop-Motion Animation II	3	C
26-3047	Digital Animation Techniques Current 2D Trends	3	C
26-3050	Acting For Animators	3	C

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