Undergraduate Program Requirements

Cinema Art and Science Program Requirements

Currently displaying program requirements for academic year: | UNDG 2012-2013   ▼ |

TraditionalAnimation BFA

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

CA+S CORE REQUIREMENTS

22 CREDITS REQUIRED

CA+S CORE REQUIREMENTS   Courses: 6/6

Course	Title	Credits	Grade
24-1030	**Moving Image Art**	**4**	**C**
24-1031	**Moving Image Production I**	**4**	**C**
24-2030	**Project Development, PreProduction, and Preparation**	**4**	**C**
24-2031	**Moving Image Production II**	**4**	**C**
24-1710	**Scrnwriting I: Writing the Short Film**	**3**	**C**
24-3501	**Topics in Cinema: Narrative**	**3**	**C**

11 CREDITS REQUIRED

ANIMATION REQUIREMENTS   Courses: 3/3

Course	Title	Credits	Grade
26-1000	**Animation I**	**4**	**C**
26-2070	**History of Animation**	**3**	**C**
26-2040	**Animation Storyboard & Concept Development**	**4**	**C**

9 CREDIT REQUIRED

ART & DESIGN REQUIREMENT   Courses: 3/3

Course	Title	Credits	Grade
22-1102	**History of Art II: Renaissance to Modern**	**3**	**C**
22-1210	**Drawing I**	**3**	**C**
22-2414	**Figure Drawing**	**3**	**C**

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BFA REQUIREMENTS

9 CREDITS REQUIRED

BFA REQUIREMENTS   Courses: 3/3

Course	Title	Credits	Grade

26-2025	**Drawing for Animation I**	**3**	**C**
26-2010	**Animation Camera & Sound**	**3**	**C**
26-2075	**Digital Animation Techniques: Ink, Paint & Composite**	**3**	**C**

CAPSTONE REQUIREMENTS

24 CREDITS REQUIRED - The Traditional Animation BFA course in Traditional Animation Studio 2 is yet to be given a number; it is forthcoming.

CAPSTONE REQUIREMENTS		Courses:	5/5

Course	Title	Credits	Grade
26-3085	**Animation Production Studio I**	**6**	**C**
26-3090	**Animation Production Studio II**	**6**	**C**
26-2050	**Animation Preproduction & Story Development**	**4**	**C**
26-3060	**Traditional Animation Studio**	**4**	**C**
26-306*			**C**

ANIMATION ELECTIVES

9 CREDITS

ANIMATION ELECTIVES		Courses:	3/3

Course	Title	Credits	Grade
26-2028	**Alternative Strategies in Animation**	**3**	**C**
26-2030	**Stop-Motion Animation**	**3**	**C**
26-3031	**Stop-Motion Animation II**	**3**	**C**
26-3026	**Drawing for Animation II**	**3**	**C**
26-3047	**Digital Animation Techniques Current 2D Trends**	**3**	**C**
26-3050	**Acting For Animators**	**3**	**C**

This page displays information from the OASIS Catalog.

The OASIS system is maintained by the IT department. Program requirement records are maintained by the associate deans in each of their respective schools.