

## Undergraduate Program Requirements

### Cinema Art and Science Program Requirements

Currently displaying program requirements for academic year: UNDG 2014-2015 ▼

#### Computer Animation BFA14

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

#### CA+S CORE REQS

##### CA+S CORE REQS - 15 cr

Courses: 5/5

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

OR 1 of the following:

<b>24-2551 World Cinema II</b>	<b>3</b>	<b>C</b>
--------------------------------	----------	----------

Students have the option to take a three (3) credit course listed below - 24-25\*\*, OR 24-3501-Topics in Cinema: Narrative:

<b>24-25**</b>	<b>C</b>
----------------	----------

##### COMPUTER ANIM CORE-11 cr

Courses: 3/3

Course	Title	Credits	Grade
<b>26-1000</b>	<b>Animation I</b>	<b>4</b>	<b>C</b>
<b>26-2040</b>	<b>Animation Storyboard &amp; Concept Development</b>	<b>4</b>	<b>C</b>
<b>26-2070</b>	<b>History of Animation</b>	<b>3</b>	<b>C</b>

##### COMP ANIM BFA REQS-11cr

Courses: 3/3

Course	Title	Credits	Grade
<b>26-2015</b>	<b>Introduction to Computer Animation</b>	<b>4</b>	<b>C</b>
<b>26-3045A</b>	<b>Computer Animation: Maya</b>	<b>4</b>	<b>C</b>
<b>26-2025</b>	<b>Drawing for Animation I</b>	<b>3</b>	<b>C</b>

OR 1 of the following:

<b>26-2030 Stop-Motion Animation</b>	<b>3</b>	<b>C</b>
--------------------------------------	----------	----------

Plus any one (1) of the following advanced CG courses:

##### ADVANCED CG COURSE-4 cr

Courses: 1

<b>26-3046</b>	<b>Advanced Computer Animation: Maya</b>	<b>4</b>	<b>C</b>
<b>26-3082</b>	<b>Environmental Design &amp; Modeling I</b>	<b>4</b>	<b>C</b>
<b>26-3086</b>	<b>Character Design and Modeling I</b>	<b>4</b>	<b>C</b>

**COMP ANIM CAPSTONE REQS**

The 26-3060 Animation Solo Production course is a repeated course which students take twice while working on thesis films:

**COMP ANIM CAPSTONE-24 cr**

Courses: 5/5

Course	Title	Credits	Grade
<b>26-2050</b>	<b>Animation Preproduction &amp; Story Development</b>	<b>4</b>	<b>C</b>
<b>26-3085</b>	<b>Animation Production Studio I</b>	<b>6</b>	<b>C</b>
<b>26-3060</b>	<b>Animation Solo Project</b>	<b>4</b>	<b>C</b>
<b>26-3060</b>	<b>Animation Solo Project</b>	<b>4</b>	<b>C</b>
<b>26-3090</b>	<b>Animation Production Studio II</b>	<b>6</b>	<b>C</b>

**COMPUTER ANIM ELECTIVES****COMP ANIM ELECTIVES-19cr**

Courses: 5

<b>26-3046</b>	<b>Advanced Computer Animation: Maya</b>	<b>4</b>	<b>C</b>
<b>26-3049</b>	<b>Computer Animation: Visual Effects</b>	<b>4</b>	<b>C</b>
<b>26-3050</b>	<b>Acting For Animators</b>	<b>3</b>	<b>C</b>
<b>26-3080</b>	<b>Motion Capture I</b>	<b>4</b>	<b>C</b>
<b>26-3081</b>	<b>Motion Capture II</b>	<b>4</b>	<b>C</b>
<b>26-3082</b>	<b>Environmental Design &amp; Modeling I</b>	<b>4</b>	<b>C</b>
<b>26-3086</b>	<b>Character Design and Modeling I</b>	<b>4</b>	<b>C</b>
<b>26-3089</b>	<b>Advanced Character &amp; Environmental Design</b>	<b>4</b>	<b>C</b>

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.