

Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: UNDG 2015-2016 ▼

Computer Animation BFA15

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
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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COMPUTER ANIM CORE-11 cr

Courses: 3/3

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

COMP ANIM BFA REQS-11cr

Courses: 3/3

Course	Title	Credits	Grade
26-2015	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:

26-2030 Stop-Motion Animation	3	C
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Plus any one (1) of the following advanced CG courses:

ADVANCED CG COURSE-4 cr

Courses: 1/1

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

COMP ANIM CAPSTONE REQ

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
26-2050	Animation Preproduction & Story Development	4	B
26-3085	Animation Production Studio I	6	C
26-3060	Animation Solo Project	4	B
26-3060	Animation Solo Project	4	B
26-3090	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
26-2030	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
26-3080	Motion Capture I	4	C
26-3081	Motion Capture II	4	C
26-3082	Environmental Design & Modeling I	4	C
26-3086	Character Design and Modeling I	4	C
26-3089	Advanced Character & Environmental Design	4	C

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