

Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

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

Traditional AnimationBFA

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

CA+S CORE

CA+S CORE - 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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TRAD ANIMATION - 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

ART & DESIGN REQS - 9 cr

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
21-2414	Figure Drawing	3	C

BFA REQUIREMENTS

BFA REQUIREMENTS - 12 cr

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

CAPSTONE REQS - 24 cr

Courses: 5/5

Course	Title	Credits	Grade
26-2050	Animation Preproduction & Story Development	4	B
26-3060	Animation Solo Project	4	B
26-3060	Animation Solo Project	4	B
26-3085	Animation Production Studio I	6	C
26-3090	Animation Production Studio II	6	C

ANIMATION ELECTIVES**ANIMATION ELECTIVES-13cr**

Courses: 4/5

Course	Title	Credits	Grade
26-2015	Introduction to Computer Animation	4	C
26-2028	Alternative Strategies in Animation	3	C
26-2030	Stop-Motion Animation	3	C
26-3026	Drawing for Animation II	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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