Undergraduate Program Requirements

Cinema Art and Science Program Requirements

Currently displaying program requirements for academic year: UNDG 2013-2014 ▼

Computer Animation BFA13

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

CA+S CORE REQS

18 CREDITS:

CA+S CORE		Courses:	5/5
Course	**Title**	**Credits**	**Grade**
24-1030	**Moving Image Art**	**4**	**C**
24-1031	**Moving Image Production I**	**4**	**C**
24-1710	**Screenwriting I: Writing the Short Film**	**3**	**C**
24-2031	**Moving Image Production II**	**4**	**C**
24-25**			**C**

11 CREDITS:

COMPUTER ANIMATION CORE		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**

11 - 12 CREDITS:

COMPUTER ANIM BFA REQS		Courses:	3/3
Course	Title	Credits	Grade
26-2015	**Introduction to Computer Animation**	**4**	**C**
26-3045A	**Computer Animation: Maya**	**4**	**C**
26-2025	**Drawing for Animation I**	**3**	**C**
OR 1 of the following:			
	26-2030 Stop-Motion Animation	**3**	**C**

COMP ANIM CAPSTONE REQS

24 CREDITS:

COMP ANIM CAPSTONE REQS		Courses:	5/5
Course	Title	Credits	Grade

26-2050	**Animation Preproduction & Story Development**	**4**	**C**
26-3085	**Animation Production Studio I**	**6**	**C**
26-3090	**Animation Production Studio II**	**6**	**C**
26-3063	**Computer Animation Studio**	**4**	**C**
26-306*			**C**

COMPUTER ANIM ELECTIVES

20 CREDITS:

COMPUTER ANIM ELECTIVES		Courses:	5/7
Course	Title	Credits	Grade
26-3046	**Advanced Computer Animation: Maya**	**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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