Undergraduate Program Requirements

Cinema Art and Science Program Requirements

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

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

18 CREDITS REQUIRED. Please take any 3-credit Cinema Studies class for 24-25** listed below:

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

11 CREDITS REQUIRED:

TRADITIONAL ANIMATION		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 CREDITS 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

.

BFA REQUIREMENTS

9 CREDITS REQUIRED:

BFA REQUIREMENTS		Courses:	3/3
Course	Title	Credits	Grade
26-2025	Drawing for Animation I	3	C

Course	Title	Credits	Grade
26-2010	**Animation Layout & 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

13 CREDITS:

ANIMATION ELECTIVES		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**
26-3031	**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.