Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: | UNDG 2016-2017 ▼ |

ANIMATION - Trad BA 16

45 CREDITS are needed to complete the Animation major with a Traditional Animation concentration.

ANIMATION CORE 19cr

ANIMATION CORE 19cr		Courses:	6	
24-1000	Cinema Notebooks	3		C
24-1001	Cinema Image & Process	3		C
24-2550	World Cinema I	3		C
	OR 1 of the following:			
	24-2551 World Cinema II	3		C
26-2040	Storyboarding for Animation	4		C
26-1070	History of Animation	3		C
26-4048	Animation Portfolio Development	3		C

CONCENTRATION REQ 4cr

CONCENTRATION REQ 4cr		Courses:	1	
26-1000	Animation I	4		C

AREA OF STUDY 10cr

Complete ten (10) credits in either of the following areas of study: HAND-DRAWN or STOP-MOTION

HAND-DRAWN		Courses:	4	
24-1025	CVFX: Topics in Cinema Visual Effects	1		C
	OR 1 of the following:			
	26-3067 Animation Topics	1		C
26-2025	Drawing for Animation I	3		C
26-3026	Drawing for Animation II	3		C
26-2075	Digital Animation Techniques: Ink, Paint & Composite	3		C

or STOP-MOTION		Courses:	3	
26-1030	Stop-Motion Animation	3		C
26-3031	Stop-Motion Animation II	3		C
24-2015	Cinema Models and Miniatures	4		C

ANIMATION ELECTIVES 12cr

Complete twelve (12) credits in either ANIMATION ELECTIVES SEQUENCE ONE or ANIMATION ELECTIVES SEQUENCE TWO:

ELECTIVE SEQUENCE ONE		Courses:	2
26-4085	**Animation Production Studio I**	**6**	**C**
26-4090	**Animation Production Studio II**	**6**	**C**
OR ELECTIVE SEQUENCE TWO		Courses:	1
26-3***			**C**
26-4***			**C**
26-ELEC*****			**C**

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