

## Undergraduate Program Requirements

### Cinema & Television Arts Program Requirements

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

#### CAS BFA / CVFX 16

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

#### CA+S CORE REQS 9cr

Courses: 3/3

Course	Title	Credits	Grade
<b>24-1000</b>	<b>Cinema Notebooks</b>	<b>3</b>	<b>C</b>
<b>24-1001</b>	<b>Cinema Image &amp; Process</b>	<b>3</b>	<b>C</b>
<b>24-2550</b>	<b>World Cinema I</b>	<b>3</b>	<b>C</b>
OR 1 of the following:			
	<b>24-2551 World Cinema II</b>	<b>3</b>	<b>C</b>

#### CVFX REQUIREMENTS 38cr

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Courses: 12/12

Course	Title	Credits	Grade
<b>24-1600</b>	<b>CVFX Supervisor</b>	<b>3</b>	<b>C</b>
<b>24-2204</b>	<b>CVFX: Cinematography I</b>	<b>3</b>	<b>C</b>
<b>24-3208</b>	<b>Cinema Color 2</b>	<b>3</b>	<b>C</b>
<b>24-2208</b>	<b>Cinema Color I</b>	<b>3</b>	<b>C</b>
<b>24-2209</b>	<b>CVFX: Compositing I</b>	<b>3</b>	<b>C</b>
<b>24-1401</b>	<b>Editing I</b>	<b>3</b>	<b>C</b>
<b>24-1401B</b>	<b>Editing I Lab</b>	<b>1</b>	<b>C</b>
<b>24-3209</b>	<b>CVFX: Compositing II</b>	<b>3</b>	<b>C</b>
<b>24-1420</b>	<b>Motion Graphics I</b>	<b>4</b>	<b>C</b>
<b>24-2421</b>	<b>Motion Graphics II</b>	<b>4</b>	<b>C</b>
<b>26-1015</b>	<b>Introduction to Computer Animation</b>	<b>4</b>	<b>C</b>
<b>26-3049</b>	<b>Computer Animation: Visual Effects</b>	<b>4</b>	<b>C</b>

#### THESIS REQS 27cr

Courses: 5/5

Course	Title	Credits	Grade
<b>24-4020</b>	<b>BFA Studio</b>	<b>9</b>	<b>C</b>
<b>24-4030</b>	<b>BFA Thesis</b>	<b>6</b>	<b>C</b>
<b>24-4030</b>	<b>BFA Thesis</b>	<b>6</b>	<b>C</b>

<b>24-4040</b>	<b>BFA Research and Presentation</b>	<b>3</b>	<b>C</b>
<b>24-4040</b>	<b>BFA Research and Presentation</b>	<b>3</b>	<b>C</b>

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The OASIS system is maintained by the IT department. Program requirement records are maintained by the associate deans in each of their respective schools.