

Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

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

COMPUTER ANIMATION BFA16

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

CA+S CORE REQS

CA+S CORE REQS 15cr

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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COMPUTER ANIM CORE 11cr

Courses: 3/3

Course	Title	Credits	Grade
26-1000	Animation I	4	C
26-2040	Storyboarding for Animation	4	C
26-1070	History of Animation	3	C

COMP ANIM BFA REQS 11cr

Courses: 3/3

Course	Title	Credits	Grade
26-1015	Introduction to Computer Animation	4	C
26-3045	Computer Animation	4	C
26-2025	Drawing for Animation I	3	C

OR 1 of the following:

26-1030 Stop-Motion Animation	3	C
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Plus any one (1) of the following advanced CG courses:

ADVANCED CG COURSE 4cr

Courses: 1/1

Course	Title	Credits	Grade
26-3046	Advanced Computer Animation	4	C
26-3082	Environmental Design & Modeling	4	C
26-3086	Character Design and Modeling	4	C

COMP ANIM CAPSTONE REQ

The 26-4060 Animation Solo Production course is a repeated course which students take twice while working on thesis films:

COMP ANIM CAPSTONE 24cr Courses: 5/5

Course	Title	Credits	Grade
26-3051	Animation Preproduction	4	B
26-4085	Animation Production Studio I	6	C
26-4060	Animation Solo Project	4	B
26-4060	Animation Solo Project	4	B
26-4090	Animation Production Studio II	6	C

COMPUTER ANIM ELECTIVES

COMP ANIM ELECTIVES 19cr Courses: 5/6

Course	Title	Credits	Grade
24-3020	CVFX: Studio	4	C
26-2025	Drawing for Animation I	3	C
26-1030	Stop-Motion Animation	3	C
26-3046	Advanced Computer Animation	4	C
26-3049	Computer Animation: Visual Effects	4	C
26-3050	Acting For Animators	3	C
26-2080	Motion Capture I	4	C
26-3081	Motion Capture II	4	C
26-3082	Environmental Design & Modeling	4	C
26-3086	Character Design and Modeling	4	C
26-4089	Advanced Character & Environmental Design	4	C

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