

## Undergraduate Program Requirements

### Interactive Arts & Media Program Requirements

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

#### TRAD ANIMATION BFA 16

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

##### CA+S CORE

##### CA+S CORE 15cr

Courses: 5/5

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>24-1710</b>	<b>Screenwriting I: Writing the Short Film</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>
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Plus any 3-credit Cinema Studies class (24-25\*\*\*\*\* OR 24-3501 Topics in Cinema: Narrative):

<b>24-25*****</b>	<b>3</b>	<b>C</b>
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##### TRAD ANIMATION 11cr

Courses: 3/3

Course	Title	Credits	Grade
<b>26-1000</b>	<b>Animation I</b>	<b>4</b>	<b>C</b>
<b>26-2040</b>	<b>Storyboarding for Animation</b>	<b>4</b>	<b>C</b>
<b>26-2070</b>	<b>History of Animation</b>	<b>3</b>	<b>C</b>

##### ART & DESIGN REQS 9cr

Courses: 3/3

Course	Title	Credits	Grade
<b>22-1102</b>	<b>Art History II: Renaissance to Modern</b>	<b>3</b>	<b>C</b>
<b>22-1210</b>	<b>Drawing for Non-Majors</b>	<b>3</b>	<b>C</b>
<b>21-2414</b>	<b>Figure Drawing</b>	<b>3</b>	<b>C</b>

##### BFA REQUIREMENTS

##### BFA REQUIREMENTS 12cr

Courses: 4/4

Course	Title	Credits	Grade
<b>26-2010</b>	<b>Animation Layout</b>	<b>3</b>	<b>C</b>
<b>26-2025</b>	<b>Drawing for Animation I</b>	<b>3</b>	<b>C</b>
<b>26-2075</b>	<b>Digital Animation Techniques: Ink, Paint &amp; Composite</b>	<b>3</b>	<b>C</b>
<b>26-3026</b>	<b>Drawing for Animation II</b>	<b>3</b>	<b>C</b>

**CAPSTONE REQUIREMENTS**

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

**CAPSTONE REQS 24cr**

Courses: 5/5

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

**ANIMATION ELECTIVES****ANIMATION ELECTIVES 13cr**

Courses: 4/5

Course	Title	Credits	Grade
<b>26-1015</b>	<b>Introduction to Computer Animation</b>	<b>4</b>	<b>C</b>
<b>26-2028</b>	<b>Alternative Strategies in Animation</b>	<b>3</b>	<b>C</b>
<b>26-1030</b>	<b>Stop-Motion Animation</b>	<b>3</b>	<b>C</b>
<b>26-3031</b>	<b>Stop-Motion Animation II</b>	<b>3</b>	<b>C</b>
<b>26-3047</b>	<b>Digital Animation Techniques Current 2D Trends</b>	<b>3</b>	<b>C</b>
<b>26-3050</b>	<b>Acting For Animators</b>	<b>3</b>	<b>C</b>

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.