Courses:

Courses:

4

С

6

Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

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

ANIMATION-Computer BA 16

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

ANIMATION CORE 19cr

ANIMATION CORE 19cr

24-1000	Cinema Notebooks	3	С
24-1001	Cinema Image & Process	3	С
24-2550	World Cinema I	3	С
OR 1 of the following:			
	24-2551 World Cinema II	3	С
26-2040	Storyboarding for Animation	4	С
26-1070	History of Animation	3	С
26-4048	Animation Portfolio Development	3	С
CONCENTRATION REQ 4cr			
CONCENTRATION REQ 4cr		Courses:	1
26-1015	Introduction to Computer Animation	4	С
AREA OF STUDY 10cr			

COMPUTER ANIMATION

Complete ten (10) credits in one of the following areas of study: COMPUTER ANIMATION or VISUAL EFFECTS.

 	(0)	 		 	., .	

**** Take a total of two (2) credits from either 24-1025 CVFX:Topics in Visual Effects and/or 26-3067 Animation Topics:

24-1025****				С
				_
26-3067***				С
0/ 0045		On a second and Analysis additions		•
26-3045		Computer Animation	4	С
26-3046		Advanced Computer Animation	4	С
20-3046		Advanced Computer Ammation	4	C
	OR 1 of the following:			
	on the televing.			
		26-3082 Environmental Design & Modeling	4	С
		J J		

26-3086 Character Design and Modeling

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VISUAL EFFECTS		Courses:	3
24-2209	CVFX: Compositing I	3	c
26-3049	Computer Animation: Visual Effects	4	C
24-1600	CVFX Supervisor	3	C
ANIMATION ELECTIVES 12 Complete twelve (12) cred SEQUENCE TWO:	cr its in either ANIMATION ELECTIVES SEQUENCE ONE or ANIM	MATION ELECTIVES	
ELECTIVE SEQUENCE ONE		Courses:	2
26-4085	Animation Production Studio I	6	c
26-4090	Animation Production Studio II	6	C
OR ELECTIVE SEQUENCE TV	wo	Courses:	1
26-3***			C
26-3*** 26-4***			c

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

2 of 2