POINT PARK UNIVERSITY

Program Guides

BACHELOR OF ARTS in DIGITAL ARTS with Concentrations in Visual Effects or Animation

2011-2012

Student's Name: _____

Entrance Date: _____

CORE **42**

___	ART	100	Intro to the Visual Arts	3
___	COPA	250	The Arts & Human Exper. I **OR**	3
	COPA	251	The Arts & Human Exper. II	3
___	CMPS	110	Comp. Lit. & Info. Tech	3
___	ENGL	150	English Composition I	3
___	ENGL	151	English Composition II	3
___	ENGL	250	**OR** ENGL 251	3
___	ENGL	251	**OR** PHIL 100 **OR** PHIL 215	3
___	HIST	150	Intro Study of History	3
___	MATH	150	**OR** 180 **OR** 190*	3
___	NSET	110	Intro Natural Sciences I	3
___	NSET	111	Intro Natural Sciences II	3
___	POLS	150	**OR** POLS 102 **OR** POLS 402	3
___	PSYC	150	Psychological Foundations	3
___	SOC	150	**OR** SOC 105 **OR** SOC 111	3

*** MATH course level dependent on placement exam**

DEPARTMENT MAJOR REQUIREMENTS **42**

___	CINE	101	Introduction to Cinema	3
___	CINE	348	Cinema & Digital Arts Professional	3
___	DIGI	101	History of Image and Design	3
___	DIGI	102	Digital Tools and Tech	3
___	CINE	105	Intro to Screenwriting	3
___	CINE	150	Production I	6
___	DIGI	210	Fun. Motion Graphics/Vis Effects	3
___	DIGI	220	Fundamentals of Animation	3
___	DIGI	225	Sound for Digital Media	3
___	DIGI	250	Digital Arts Project I	3
___	DIGI	310	Intermediate Visual Effects	3
___	DIGI	320	Intermediate Animation	3
___	DIGI	350	Digital Arts Project II	3

Department Electives **18**

(A minimum of 6 credits must be taken at the 400 level)

Cinema Electives (Select up to 2)

___	CINE	205	Narrative Structure	3
___	CINE	210	Visual Structure	3
___	CINE	305	Intermediate Screenwriting	3
___	CINE	309	Advanced Narr. Structure	3
___	CINE	310	Intermediate Directing	3
___	CINE	320	Intermediate Editing	3

Digital Arts Electives (Select a minimum of 4 courses)

___	DIGI	330	Theory of Game Design	3
___	DIGI	353	Illustrating for Elect. Media	3
___	DIGI	354	Project in Stop Motion	3
___	DIGI	355	Designing for Comm. Media	3
___	DIGI	356	Classical Animation	3
___	DIGI	365	Web Media Development	3
___	DIGI	370	The Digital Arts Professional	3
___	DIGI	410	Advanced Visual Effects	3
___	DIGI	420	Advanced Animation	3
___	DIGI	450	Senior Thesis	3
___	DIGI	451	Senior Thesis Project Part I	3
___	DIGI	452	Senior Thesis Project Part II	3
___	DIGI	495	Special Topics in Digital Arts	3
___	DIGI	498	Internship	3
___	DIGI	499	Digi Arts Independent Study	3

GENERAL COLLEGE ELECTIVES **18**

___	____	___	_____	___
___	____	___	_____	___
___	____	___	_____	___
___	____	___	_____	___
___	____	___	_____	___
___	____	___	_____	___

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Department Chair Initials / Dean's Initials / Date

MINIMUM CREDITS FOR B.A. DEGREE 120

PROGRAM OBJECTIVES

B.A. in CINEMA & DIGITAL ARTS

Upon successful completion of this program, a student will be able to:

1. Foundation Skills – Students will be able to demonstrate the skills and craft of a working professional in digital arts (general skills in visual effects and animation).

2. Skills within Discipline – Students will be able to demonstrate increasing skills and craft in one of the disciplines of digital arts.

3. Collaboration – Students will be able to articulate, demonstrate and contribute in a collaborative artistic environment.

4. Historical Context – Students will be able to identify and communicate (orally and in written form) the characteristics and distinctions of historically significant visual imagery.

5. Critical and Analytical Thought – Students will be able to think analytically and critically about digital arts from a technical, aesthetic, and application perspective.