BACHELOR OF ARTS IN ANIMATION & VISUAL EFFECTS

FIRST TIME/FULL TIME FRESHMEN
2014-2015

Student's Name: _____

Entrance Date: _____

THEMATIC CORE COURSES (42)			33
___	1. Explore the World - Choice 1		3
___	2. Explore the World - Choice 2		3
___	3. Investigate Science		3
___	4. Investigate Mathematics		3
___	5. Become a Storyteller		3
___	6. Understand People - Choice 1		3
___	7. Understand People - Choice 2		3
___	8. Succeed in Business		3
___	9. Appreciate & Apply the Arts		3
___	10. Discover Technology		3
___	11. Capstone		3
CORE			**9**
___	COMM 101	Oral Communication & Present.	3
___	ENGL 101	College Composition	3
___	UNIV 101	City-University Life	3

*Math course level dependent on results of placement exam.

** One Writing Intensive course in addition to ENGL 101 is required for graduation

DEPARTMENT MAJOR REQUIREMENTS				51
___	ART	213	Introduction to Drawing	3
___	ART	320	Figure Drawing	3
___	CINE	101	Introduction to Cinema	3
___	CINE	105	Intro to Screenwriting	3
___	CINE	150	Production I	6
___	CINE	348	Cinema & Digital Arts Professional	3
___	DIGI	101	Design Fundamentals for Dig Media	3
___	DIGI	102	Digital Tools and Techniques	3
___	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
___	DIGI	356	Classical Animation	3

DEPARTMENT ELECTIVES   **15**
(A minimum of 6 credits must be taken at the 400 level)

Cinema Electives
(Select one or more)

___	CINE	205	Narrative Structure	3
___	CINE	210	Visual Analysis	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 2 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	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	Independent Study	3

GENERAL ELECTIVES   **18**

___	___	___	_____	___
___	___	___	_____	___
___	___	___	_____	___
___	___	___	_____	___
___	___	___	_____	___
___	___	___	_____	___

PROGRAM OBJECTIVES

B.A. in ANIMATION & VISUAL EFFECTS

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.