

# BACHELOR OF FINE ARTS IN ANIMATION

## *2020-2021 Degree Requirements*

Name: \_\_\_\_\_

ID Number: \_\_\_\_\_

**TOTAL CREDITS FOR DEGREE: 126**

### UNIVERSITY CORE CURRICULUM: 42 credits

#### **Required Fundamental Courses:**

COMM 101	Oral Comm. & Pres.	3 credits
ENGL 101	College Composition	3 credits
UNIV 101	City-University Life	3 credits
Senior Capstone	<b>DIGI 460</b>	3 credits

#### **Choose Thematic Core courses in the following:**

Explore the World - Choice 1	3 credits
Explore the World - Choice 2	3 credits
Investigate Science	3 credits
Investigate Mathematics	3 credits
Interpret Creative Works	3 credits
Understand People - Choice 1	3 credits
Understand People - Choice 2	3 credits
Succeed in Business	3 credits
Appreciate & Apply the Arts	3 credits
Discover Technology	3 credits

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### MAJOR REQUIREMENTS: 63 cr.

ART 213 Intro to Drawing (3)  
ART 320 Figure Drawing (3)  
CINE 105 Intro to Screenwriting (3)  
CINE 201 Cinematic Representation (3)  
DIGI 101 Design Fund for Digi Media (3)  
DIGI 102 Dig Tools and Tech (3)  
DIGI 210 Fund Motion Graph/VFX (3)  
DIGI 220 Fund of Anim (3)  
DIGI 225 Sound of Anim&VFX (3)  
DIGI 230 Classical Anim (3)  
DIGI 240 Intro to 3D Anim (3)  
DIGI 245 Visual Dev for Anim (3)  
DIGI 305 History of Anim (3)  
DIGI 311 Interm Motion Graph (3)  
DIGI 315 3D Character Anim (3)  
DIGI 325 Char Anim Analy I (3)  
DIGI 330 Theory of Game Des (3)  
DIGI 350 Comm Anim Project (3)  
DIGI 425 Character Anim Analysis II (3)  
DIGI 451 Thesis 1 (3)  
DIGI 452 Thesis 2 (3)

### MAJOR ELECTIVES: 6 cr.

CINE 150 Production I (6)  
CINE 325 Intro to Visual Effects (3)  
DIGI 335 Theory of Game Design (3)  
DIGI 340 Concept Art (3)  
CINE/DIGI 395 Special Topics (3)  
DIGI 399 Animation VFX Practicum  
DIGI 420 Adv. Computer Animation  
DIGI 430 Adv Animation Motion  
CINE/DIGI 495 Special Topics (3)  
DIGI 498 Internship (3)  
DIGI 499 Independent Study (3)

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### ARTS/DISCIPLINE ELECTIVES: 6 cr.

Choose a minimum of 2 courses (no more than 1 course may be taken from the same department):

- PHOT 204 Intro to B&W Photo (3)
- PHOT 205 Intro to Digi Photo (3)
- PHOT 316 Studio Photo (3)
- THEA 111 Intro to Acting I (3)
- THEA 112 Intro to Acting II (3)
- ART 210 Intro to Architecture (3)
- ART 212 Graphic Design (3)
- ART 313 Adv Drawing (3)
- MUS 101 Music Appreciation (3)
- ENGL 365 Creative Non-Fiction Wkshp (3)
- SAEM 101 Intro to SAE (3)
- SAEM 202 SAE Mktg and Promotion (3)
- PRAD 206 Intro to Advertising&PR (3)
- CINE 205 Narr Struct of Cinema (3)
- CINE 210 Visual Analys of Cinema (3)
- CINE 301 Cinema Studies (3)
- CINE 302 Cinema Authors (3)
- CINE 305 Interm Screenwriting (3)
- CINE 309 Adv Narr Struct (3)
- CINE 368 Writing for TV Anim (3)
- CINE 300 level \_\_\_\_\_ (3)

### GENERAL ELECTIVES: 9 cr.

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### Second Year Portfolio Review

Near the beginning of the second year spring semester all BFA Cinema Arts students are required to submit a portfolio application. A committee that consists of full time faculty from the program will review to determine if and/or how each student will continue on in the Cinema Arts department. Students will be notified about the decision of their application from committee by the end of that spring semester.

# **BACHELOR OF FINE ARTS IN ANIMATION**

## *2020-2021 Degree Requirements*

### **PROGRAM OBJECTIVES**

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

1. Demonstrate an understanding of aesthetic foundational principles of design, visual perception, time, and motion, and apply them effectively in creative work.
2. Demonstrate professional technical and creative proficiency in the skills and craft of animation or visual effects.
3. Apply the foundational skills and craft of a working professional in animation by meeting deadlines, contributing to a collaborative artistic environment, and successfully participating and communicating with peers during assignments, discussions, and critique sessions.
4. Articulate, demonstrate, and contribute in a collaborative artistic environment.
5. Analyze and think critically about animation and visual effects projects.
6. Communicate story effectively through picture and sound.
7. Identify and communicate (in oral and written form) significant events and innovators from cinema, with peers during assignments, discussions, and critique sessions.
8. Synthesize techniques and principles from a range of related arts disciplines.