

Digital Animation, B.F.A

Program Description

The Bachelor of Fine Arts with a major in Digital Animation is a professional degree program. The BFA prepares students for a variety of animation and animation-related careers or graduate school by providing a thorough grounding in fundamental principles and techniques. This degree focuses on intensive work in digital animation supported by a program of general studies.



This program is a part of the College of The Arts.

Admission, Enrollment, and Graduation Policies

Admission Requirements

The following requirements are in addition to the general Admissions requirements for Kennesaw State University.

Each program of study is a sequentially based curriculum beginning the first semester of freshman year. Students who delay entering their major until completion of the General Education Core Curriculum may prolong their academic careers.

Admission to degree programs in the School of Art and Design is contingent upon portfolio review and acceptance by the school. Applications and portfolios will be reviewed by the School of Art and Design Portfolio Review Committee.

Students may only apply twice for admission into any degree program in the School of Art and Design. If the student fails to gain acceptance after two attempts, they will be advised by SOAAD or supporting university advising services on how to proceed in a different degree program outside of the School of Art and Design.

Transfer Admissions Requirements

Transfer Admission Students who wish to transfer into the School of Art and Design from another institution follow the same admissions procedure as all new students. Transfer credits for courses in studio art are evaluated by portfolio review. Certain courses that are equivalent to those in the foundation core with a grade of "C" or higher are accepted for transfer students from a USG accredited art program. Beyond these courses, other credits will be reviewed by area concentration faculty.

Entrance for Second Bachelor Degree, Change of Major or Dual-Degree Admissions Requirements

These applicants are also required to submit an entry portfolio.

Change of Degree Program

Students who wish to change degree programs in art must reapply and gain admission status to the new degree program.

Placement

The School of Art and Design holds the exclusive authority to determine appropriate admission level placement, credit evaluation of art courses in studio, art history, and art education.

Enrollment Requirements

All students must maintain the minimum GPA requirement for the University to continue in the School of Art and Design. Any students in Academic Dismissal with the University are also dismissed from the School of Art and Design. All students must make timely and reasonable progress toward the degree. Non-enrollment or withdrawal from all classes for two or more consecutive semesters will require reapplication to the School of Art and Design.

Graduation Requirements

Each student is expected to meet the requirements outlined in Academic Policies 5.0 PROGRAM REQUIREMENTS & GRADUATION.

Program Course Requirements

Core IMPACTS Curriculum (42 Credit Hours)

General Education Core IMPACTS Curriculum

Entrance Portfolio

All prospective art majors are required to complete an application form and submit a portfolio of their artwork. Admission to degree programs in the School of Art and Design is contingent upon portfolio review and acceptance by the school. Portfolio submission and review must take place before a student can enroll in courses.

Core Field of Study (18 Credit Hours)

Students must earn a grade of "C" or better in these courses.

- ART 1100: Two-Dimensional Design and Color Theory

- ART 1150: Drawing I
- ART 1200: Three-Dimensional Design
- ART 2150: Drawing II
- ART 2550: Computer Applications in Art
- ART 2990: Concept, Creativity, and Studio Practice

Major Requirements (42 Credit Hours)

Students must earn a grade of "C" or better in these courses.

Art History Required Courses (9 Credit Hours)

- ARH 2750: Ancient through Medieval Art
- ARH 2850: Renaissance through Modern Art
- ARH 3840: History of Illustration
or
- ARH 3830: History of Comics, Cartoons and Animation

Animation Core (30 Credit Hours)

- ART 3015: Electronic Illustration
- ART 3150: Figure Drawing
- ART 3160: Painting I
- ART 4024: Motion Graphics
- ANIM 3600: Foundation Animation
- ANIM 3620: Storyboarding & Composition
- ANIM 3630: Environments for Animation
- ANIM 3640: Character Development
- ANIM 3650: Digital Animation Production I
- ANIM 3660: Digital Animation Production II

Senior Review Exhibition (3 Credit Hours)

- ANIM 4660: Senior Animation Reel

Major Electives (18 Credit Hours)

Students must earn a grade of "C" or better in these courses.

Art History (3 Credit Hours)

Select 3 credit hours from the following list of courses:

- ARH 3000: Asian Art and Architecture
- ARH 3100: African Art and Architecture
- ARH 3150: Islamic Art and Architecture
- ARH 3200: Ancient American Art and Architecture
- ARH 3240: Native North American Art and Architecture
- ARH 3250: Latin American Art and Architecture
- ARH 3300: Ancient Egyptian and Nubian Art and Architecture
- ARH 3320: Ancient Near Eastern Art and Architecture
- ARH 3350: Greek Art and Architecture
- ARH 3370: Roman Art and Architecture
- ARH 3400: Medieval Art and Architecture
- ARH 3500: Italian Renaissance Art and Architecture
- ARH 3600: Baroque Art and Architecture
- ARH 3700: Nineteenth-Century Art and Architecture
- ARH 3750: History of American Art and Architecture
- ARH 3850: Art Since 1900
- ARH 3990: Research Methods in Art History
- ARH 4000: Historical Studio Practices
- ARH 4150: African-American Art
- ARH 4400: Directed Study
- ARH 4490: Special Topics in Art History
- ARH 4500: Women in Art
- ARH 4700: Victorian Art and Culture
- ARH 4820: History of Printmaking
- ARH 4840: History of Graphic Design
- ARH 4870: History of Photography
- ARH 4880: History of Textiles and Fashion
- ARH 4900: Contemporary Art

Animation Studio (15 Credit Hours)

Select 15 credit hours from the following list of courses:

- ANIM 4631: 3D Animation Modeling I
- ANIM 4632: 3D Animation Modeling II
- ANIM 4633: 3D Animation Modeling III
- ANIM 4651: Digital Animation Studio I
- ANIM 4652: Digital Animation Studio II
- ANIM 4653: Digital Animation Studio III

- ART 4036: Concept Art I
- ART 4037: Concept Art II
- ART 4256: Advanced Figure I
- ART 4257: Advanced Figure II
- ART 4258: Advanced Figure III
- ART 3398: Art Internship

Program Total (120 Credit Hours)