

## School of Communication &amp; Media

## BFA Animation &amp; VFX Fall 2022

Roadmap for BFA degree (Total Credits=120)

First year, Fall: 16 creds	16 hrs	Spring: 15 creds	15 hrs
GER A. New Student Seminar	1	GER. C2. Literature	3
GER C1. Writing	3	CMST 210 Theorizing Communication & Media	3
CMST 110 Intro to Communication & Media	3	MAJ. REQ. ANIM 103 Intro. to Animation and VFX	3
MAJ. REQ. ANIM 101 Drawing Anatomy for Animation	3	MAJ. REQ. ANIM 104 Figure Drawing: Animation	3
MAJ. REQ. ANIM 102 Digital Color & Light Concepts	3	GRAD. REQ. World Language II	3
GRAD. REQ. World Language I	3		
Second year, Fall: 15 creds	15 hrs	Spring: 15 creds	15 hrs
MAJ. REQ. ANIM 201 2D Animation & VFX I	3	MAJ. REQ. ANIM 210 Visual Effects Compositing I	3
MAJ. REQ. ANIM 202 3D Modeling I	3	MAJ. REQ. ANIM 321 3D Animation & Rigging I	3
MAJ. REQ. ANIM 282 History of Animation & VFX	3	F1. Great Works and their Influences	3
C3. Communication	3	G. Computer Science	3
D. School of Communication and Media Elective	3	Free Elective	3
Third year, Fall: 15 creds	15 hrs	Spring: 15 creds	15 hrs
MAJ. REQ. ANIM 325 Game Development I	3	Free Elective	3
MAJ. REQ. ANIM 360 Lighting & Rendering	3	MAJ. REQ. ANIM 380 VFX for Film	3
ANIM & VFX Elective (300 Level)	3	ANIM & VFX Elective (300 Level)	3
K1. American and European History	3	Free Elective	3
Free Elective	3	CORE REQ. World Cultures	3
Fourth year, Fall: 15 creds	15 hrs	Spring: 14 creds	14 hrs
D. School of Communication and Media Elective	3	Free Elective	3
Free Elective	3	Free Elective	2
ANIM & VFX Elective (400 Level)	3	Major Elective/Studio (400 Level)	3
MAJ. REQ. ANIM 401 Industry Prep	3	F2. Philosophical and Religious Perspectives	3
MAJ. REQ. ANIM 423 Thesis I	3	MAJ. REQ. ANIM 424 Thesis II	3

## BFA Animation & VFX 120 Credits Curriculum Guide Proposal

<b>I. General Education Requirements</b>	<b>22</b>	<b>III. Major Requirements</b>	<b>69</b>
<b>A. New Student Seminar</b>	<b>1</b>	<b>A. SCM Requirements</b> CMST 110 Intro to Communication & Media CMST 210 Theorizing Communication & Media	<b>[6]</b> 3 3
<b>C. Communication</b> C1. Writing C2. Literature C3. Communication	<b>9</b> 3 3 3	<b>B. Major Requirements</b> ANIM 101 Drawing Anatomy for Animation ANIM 102 Digital Color & Light Concepts ANIM 103 Intro. to Animation & VFX ANIM 104 Figure Drawing: Animation ANIM 201 2D Animation & VFX I ANIM 202 3D Modeling I ANIM 282 History of Animation & VFX ANIM 210 Visual Effects Compositing I ANIM 321 3D Animation & Rigging I ANIM 325 Game Development I ANIM 360 Lighting & Rendering ANIM 380 VFX for Film ANIM 401 Industry Prep ANIM 423 Thesis I ANIM 424 Thesis II	<b>[45]</b> 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3
<b>F. Humanities</b> F1. Great Works and Their Influences F2. Philosophical and Religious Perspectives	<b>6</b> 3 3		
<b>G. Computer Science</b>	<b>3</b>		
<b>K. Social Science</b> K1. American and European History	<b>3</b>	<b>C. ANIM &amp; VFX Topical Electives</b> <i>(Choose two 300 level &amp; two 400 level – total 12 credits)</i> ANIM 301 2D Animation & VFX II ANIM 302 3D Modeling II ANIM 330 Visual Effects Compositing II ANIM 331 Experimental Animation ANIM 335 Animated Illustration ANIM 351 Animated Development & Pitch Bible ANIM 370 Immersive Storytelling ANIM 400 Visual Effects Compositing III ANIM 421 3D Animation & Rigging II ANIM 425 Game Development II ANIM 455 Collaborative Production	<b>[12]</b> 3 3 3 3 3 3 3 3 3 3
<b>II. Graduation Requirements</b>	<b>6-9</b>		
<b>1. World Languages I</b> World Language I World Language II	<b>3-6</b> 0-3 3		
<b>2. World Cultures Requirement</b>	<b>3</b>		
<b>Notes:</b>		<b>D. SCM Electives</b> <i>Choose two 3-credit courses from CMDA, CMST, FMTV, JOUR, SPTC, and STCM</i>	<b>[6]</b>
		<b>IV. Free Electives</b> <i>Students are encouraged to use free electives to build an additional area of expertise.</i>	<b>[20-23]</b>