3D ANIMATION CONCENTRATION, ANIMATION (BFA)

Major Requirements

First Year

Course	Title	Quarter Hours
First Quarter		
ANI 105	MOTION GRAPHICS FOUNDATIONS	4
or ART 105	TWO-DIMENSIONAL FOUNDATIONS	
or GD 105	INTRO TO VISUAL DESIGN	
ANI 154	DIGITAL PAINTING WORKSHOP	2
ANI 206	HISTORY OF ANIMATION	4
ANI 315	SOUND DESIGN FOR ANIMATION	4
ANI 328	ANIMATION FIGURE STUDY I	4
or ART 218	FIGURE DRAWING	
ART 106	BEGINNING DRAWING [1]	4
Winter Quarter		
ANI 150	AFTER EFFECTS WORKSHOP	2
ANI 201	ANIMATION I	4
ILL 200	ILLUSTRATION FOUNDATIONS	4
Spring Quarter		
ANI 230	3D DESIGN & MODELING	4
ANI 321	ANIMATION MECHANICS	4
SCWR 101	SCREENWRITING FOR MAJORS	4

[1] Students may apply for portfolio review to substitute ART 206 Intermediate Drawing for the ART 106 requirement.

Second Year

Course	Title	Quarter Hours
ANI 220	STORYBOARDING I	4
ANI 231	3D ANIMATION	4
ANI 240	INTRO TO ANIMATION PRODUCTION	4
ANI 300	3D CHARACTER ANIMATION	4
ANI 339	3D TEXTURING AND LIGHTING	4
HAA 101	INTRODUCTION TO AFRICAN ART	4
or HAA 115	INTRODUCTION TO ASIAN ART	
or HAA 130	INTRODUCTION TO EUROPEAN ART	
or HAA 145	INTRODUCTION TO ARTS OF THE AMERICAS	
POST 110	EDITING I	4

Third Year

Course	Title	Quarter Hours
ANI 301	ADVANCED 3D CHARACTER ANIMATION	4
ANI 324	STORYBOARDING II	4
ANI 326	VISUAL CONCEPT DEVELOPMENT	4
ANI 332	3D RIGGING	4
ANI 341	ADVANCED ANIMATION PRODUCTION	4
ANI 342	3D ANIMATION PRODUCTION	4
ANI 375	PROFESSIONAL PRACTICE FOR ANIMATORS AND GAME ARTISTS	2
FILM 233	CINEMA & ART	4
or ANI 363	CINEMA AND ART FOR ANIMATORS	
One (1) CDM Elective		4
Two (2) Studio Art Electives		8

Fourth Year

Course	Title	Quarter Hours
ANI 330	3D CHARACTER MODELING	4
ANI 376	POST-PRODUCTION WORKSHOP	2
or ANI 396	ANIMATION CAPSTONE WORKSHOP	
ANI 394	ANIMATION PROJECT I	4
ANI 395	ANIMATION PROJECT II	4
Two (2) CDM Electives		8

Studio Art Electives

Course	Title	Quarter Hours
ANI 226	TRADITIONAL MATERIALS FOR ANIMATION	
ANI 328	ANIMATION FIGURE STUDY I (If not taken to satisfy a required major course)	
ANI 348	ANIMATION FIGURE STUDY II	
ART 113	THREE DIMENSIONAL FOUNDATIONS	
ART 115	BEGINNING SCULPTURE	
ART 205	COLOR THEORY AND APPLICATION	
ART 206	INTERMEDIATE DRAWING	
ART 210	INTERMEDIATE PAINTING I	
ART 212	WATERCOLOR PAINTING	
ART 215	INTERMEDIATE SCULPTURE	
ART 218	FIGURE DRAWING (If not taken to satisfy a required major course)	
ART 219	BEGINNING FIGURE SCULPTURE	
ART 229	BEGINNING PRINTMAKING	
ART 231	SCREEN PRINTING	
ART 245	PAINTING: MIXOLOGY	
ART 306	ADVANCED DRAWING	
ART 310	ADVANCED PAINTING I	
ART 311	ADVANCED PAINTING II	
ART 312	FIGURE PAINTING	
ART 318	ADVANCED FIGURE DRAWING	
ART 324	INTERMEDIATE PRINTMAKING	
ART 338	FIGURE DRAWING IN CONTEXT	
ART 376	DRAWING PROJECTS	
ART 393	SENIOR PROJECT STUDIO	
ILL 320	MAKING COMICS	
ILL 321	MAKING COMICS II	

CDM Electives

CDM electives can be any undergraduate course in the Jarvis College of Computing and Digital Media.

Open Electives

Open Elective credit hours are required to meet the minimum graduation requirement of 208 hours. Open Electives may be taken from any unit at DePaul.