CINEMA CONCENTRATION, ANIMATION (BFA)

Major Requirements

First Year

Course	Title	Quarter Hours
Fall 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
ART 106	BEGINNING DRAWING [1]	4
Select two (2) of the following:		8
ANI 328	ANIMATION FIGURE STUDY I	
ANI 348	ANIMATION FIGURE STUDY II	
ART 218	FIGURE DRAWING	
ART 317	ADVANCED FIGURE SCULPTURE	
ART 318	ADVANCED FIGURE DRAWING	
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

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
or ANI 327	HAND-DRAWN CHARACTER ANIMATION	
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
One (1) Focus Area Elective		4

Third Year

Course	Title	Quarter Hours
ANI 324	STORYBOARDING II	4
ANI 326	VISUAL CONCEPT DEVELOPMENT	4
ANI 340	2D ANIMATION PRODUCTION	4
or ANI 342	3D ANIMATION PRODUCTION	
or ANI 358	ADVANCED STOP MOTION ANIMATION	
or ANI 360	3D MOTION GRAPHICS	
or ANI 371	ANIMATED SERIES DEVELOPMENT	
or ANI 382	DIGITAL PUPPET ANIMATION	
ANI 341	ADVANCED 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	
Two (2) Focus Area Electives		8
Two (2) Studio Art Electives		8

Fourth Year

Course	Title	Quarter Hours
Fourth Year		
ANI 376	POST-PRODUCTION WORKSHOP	2
or ANI 396	ANIMATION CAPSTONE WORKSHOP	
ANI 394	ANIMATION PROJECT I	4
ANI 395	ANIMATION PROJECT II	4
Three (3) Focus Area Electives		12

Major Electives

Students must earn a grade of C- or higher in all major elective courses.

Studio Art Major Elective Courses

Students in the Cinema concentration must select the eight (8) credit hours of Studio Art Major Electives from the following list as part of the major elective requirements:

Course	Title	Quarter Hours
ANI 226	TRADITIONAL MATERIALS FOR ANIMATION	
ANI 328	ANIMATION FIGURE STUDY I	
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 major requirement)	
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

Focus Area Major Elective Courses

Students can customize their curriculum by choosing a Focus Area. Students in the Cinema concentration must take the 24 credit hours of Focus Area Major Elective courses as part of their major elective requirements. Students are encouraged, but not required, to select their Focus Area Major Elective courses from one of the below groups.

Traditional Animation Focus

Course	Title	Quarter Hours
ANI 328	ANIMATION FIGURE STUDY I	
ANI 329	STORYBOARDING III	
ANI 358	ADVANCED STOP MOTION ANIMATION	
ANI 320	HAND-DRAWN ANIMATION	
ANI 327	HAND-DRAWN CHARACTER ANIMATION	
ANI 340	2D ANIMATION PRODUCTION	
ANI 355	STOP MOTION ANIMATION	
ANI 356	EXPERIMENTAL ANIMATION	
ANI 357	HYBRID ANIMATION	
ANI 361	MOTION GRAPHICS	
ANI 382	DIGITAL PUPPET ANIMATION	
ANI 390	TOPICS IN ANIMATION	
FILM 110	DIGITAL CINEMA PRODUCTION I	
ILL 320	MAKING COMICS	

3D Character Animation Focus

Course	Title	Quarter Hours
ANI 300	3D CHARACTER ANIMATION	
ANI 301	ADVANCED 3D CHARACTER ANIMATION	
ANI 310	MOTION CAPTURE	
ANI 327	HAND-DRAWN CHARACTER ANIMATION	
ANI 332	3D RIGGING	
ANI 333	ADVANCED 3D RIGGING	
ANI 342	3D ANIMATION PRODUCTION	
ANI 352	3D SCRIPTING	
ANI 353	ADVANCED 3D SCRIPTING	

3D Modeling and Rigging Focus

Course	Title	Quarter Hours
ANI 330	3D CHARACTER MODELING	
ANI 332	3D RIGGING	
ANI 333	ADVANCED 3D RIGGING	
ANI 336	3D MODELING STUDIO	
ANI 337	ENVIRONMENT MODELING	
ANI 338	3D ORGANIC MODELING	
ANI 339	3D TEXTURING AND LIGHTING	
ANI 342	3D ANIMATION PRODUCTION	

ANI 345	CHARACTER DESIGN
ANI 352	3D SCRIPTING
ANI 353	ADVANCED 3D SCRIPTING

Motion Graphics Focus

Course	Title	Quarter Hours
ANI 356	EXPERIMENTAL ANIMATION	
ANI 357	HYBRID ANIMATION	
ANI 360	3D MOTION GRAPHICS	
ANI 361	MOTION GRAPHICS	
ANI 362	TITLE DESIGN	
GD 200	GRAPHIC DESIGN: FORM	
GD 230	TYPOGRAPHY: FORM	

Visual Effects Focus

Course	Title	Quarter Hours
ANI 310	MOTION CAPTURE	
ANI 339	3D TEXTURING AND LIGHTING	
ANI 342	3D ANIMATION PRODUCTION	
ANI 357	HYBRID ANIMATION	
ANI 378	3D DYNAMICS	
ANI 379	3D COMPOSITING	
FILM 110	DIGITAL CINEMA PRODUCTION I	
VFX 200	INTRODUCTION TO VISUAL EFFECTS	
VFX 334	VIRTUAL CINEMATOGRAPHY	
VFX 340	PREVISUALIZATION	
VFX 374	COMPOSITING I	
VFX 378	COMPOSITING II	
VFX 380	CG COMPOSITING	

Open Electives

Open elective credit also is required to meet the minimum graduation requirements of 208 hours.

Program Combination Restrictions

Students pursuing the BFA in Animation with a Concentration in Cinema are forbidden from pursuing the BFA in Animation with a Concentration in Game Art. Students pursuing the BFA in Animation with a Concentration in Cinema are also forbidden from pursuing a Minor in Animation.