GAME ART CONCENTRATION, ANIMATION (BFA)

Major Requirements

First Year

Course	Title	Quarter Hours
Fall Quarter		
ANI 154	DIGITAL PAINTING WORKSHOP	2
ANI 206	HISTORY OF ANIMATION	4
ANI 105	MOTION GRAPHICS FOUNDATIONS	4
or ART 105	TWO-DIMENSIONAL FOUNDATIONS	
or GD 105	INTRO TO VISUAL DESIGN	
ART 106	BEGINNING DRAWING [1]	4
Select eight (8) Credit Hours from the following list:		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 230	3D DESIGN & MODELING	4
ILL 200	ILLUSTRATION FOUNDATIONS	4
Spring Quarter		
ANI 201	ANIMATION I	4
ANI 231	3D ANIMATION	4
GAM 226	FUNDAMENTALS OF GAME DESIGN	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 240	INTRO TO ANIMATION PRODUCTION	4
ANI 300	3D CHARACTER ANIMATION	4
ANI 321	ANIMATION MECHANICS	4
ANI 339	3D TEXTURING AND LIGHTING	4
GAM 244	GAME DEVELOPMENT I	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	
One (1) Studio Art Elective		4

Third Year

Course	Title	Quarter Hours
ANI 326	VISUAL CONCEPT DEVELOPMENT	4
ANI 342	3D ANIMATION PRODUCTION	4
ANI 344	VISUAL DESIGN FOR GAMES	4
ANI 347	ART FOR GAME MODS	4
ANI 375	PROFESSIONAL PRACTICE FOR ANIMATORS AND GAME ARTISTS	2
GAM 341	INTRODUCTION TO LEVEL DESIGN [1]	4
GAM 344	GAME DEVELOPMENT II (FORMERLY GAM 245)	4
GAM 392	GAME MODIFICATION WORKSHOP	4
Two (2) Studio Art Electives		8

Fourth Year

Course	Title	Quarter Hours
ANI 394 & ANI 395	ANIMATION PROJECT I and ANIMATION PROJECT II [1]	8
or GAM 394 & GAM 395	GAME DEVELOPMENT CAPSTONE I and GAME DEVELOPMENT CAPSTONE II	
Four (4) Focus Area Electives		16

Major Electives

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

Studio Art Major Elective Courses

Students in the Game Art concentration must take the 12 Credit Hours of Studio Art Major Elective courses from the following list as part of their major elective requirements:

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 (If not taken to satisfy a required major course)	
ART 110	BEGINNING PAINTING	
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 (If not taken to satisfy a required major course)	

ART 324	INTERMEDIATE PRINTMAKING
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 Game Art concentration must take the 16 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 courses from one of the below groups.

Animation Focus

Course	Title	Quarter Hours
ANI 301	ADVANCED 3D CHARACTER ANIMATION	
ANI 310	MOTION CAPTURE	
ANI 320	HAND-DRAWN ANIMATION	
ANI 327	HAND-DRAWN CHARACTER ANIMATION	
ANI 328	ANIMATION FIGURE STUDY I	
ANI 329	STORYBOARDING III	
ANI 330	3D CHARACTER MODELING	
ANI 333	ADVANCED 3D RIGGING	
ANI 340	2D ANIMATION PRODUCTION	
ANI 341	ADVANCED ANIMATION PRODUCTION	
ANI 349	ADVANCED CHARACTER DESIGN	
ANI 351	ADVANCED MOTION CAPTURE STUDIO	
ANI 352	3D SCRIPTING	
ANI 353	ADVANCED 3D SCRIPTING	
ANI 355	STOP MOTION ANIMATION	
ANI 360	3D MOTION GRAPHICS	
ANI 378	3D DYNAMICS	
ANI 393	TOPICS IN 3D ANIMATION	
GAM 240	PLAYGRAMMING	
ILL 320	MAKING COMICS	
VFX 310	GAME ENGINES FOR FILMMAKERS	
VFX 320	FUNDAMENTALS OF VIRTUAL PRODUCTION	
VFX 334	VIRTUAL CINEMATOGRAPHY	

Modeling and Rigging Focus

Course	Title	Quarter Hours
ANI 332	3D RIGGING	
ANI 333	ADVANCED 3D RIGGING	
ANI 336	3D MODELING STUDIO	
ANI 337	ENVIRONMENT MODELING	
ANI 338	3D ORGANIC MODELING	
ANI 345	CHARACTER DESIGN	
ANI 352	3D SCRIPTING	
ANI 353	ADVANCED 3D SCRIPTING	
GD 200	GRAPHIC DESIGN: FORM	

Open Electives

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

Capstone

Students choosing the Animation Capstone option are required to complete ANI 341 Animation Production III as one of their Focus Area Electives.

Program Combination Restrictions

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