

MOTION GRAPHICS CONCENTRATION, ANIMATION (BFA)

Major Requirements

First Year

Course	Title	Quarter Hours
<i>Fall Quarter</i>		
ANI 105 or ART 105 or GD 105	MOTION GRAPHICS FOUNDATIONS TWO-DIMENSIONAL FOUNDATIONS INTRO TO VISUAL DESIGN	4
ANI 206	HISTORY OF ANIMATION	4
ANI 315	SOUND DESIGN FOR ANIMATION	4
ANI 328 or ART 218	ANIMATION FIGURE STUDY I FIGURE DRAWING	4
ANI 368	ADVANCED CINEMA 4D & REDSHIFT WORKSHOP	2
ART 106	BEGINNING DRAWING ¹	4
<i>Winter Quarter</i>		
ANI 150	AFTER EFFECTS WORKSHOP	2
ANI 201	ANIMATION I	4
ILL 200	ILLUSTRATION FOUNDATIONS	4
<i>Spring Quarter</i>		
ANI 230	3D DESIGN & MODELING	4
ANI 321	ANIMATION MECHANICS	4
POST 110	EDITING I	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 155	CINEMA 4D WORKSHOP	2
ANI 220	STORYBOARDING I	4
ANI 231	3D ANIMATION	4
ANI 240	INTRO TO ANIMATION PRODUCTION	4
ANI 361	MOTION GRAPHICS	4
ANI 367	MOTION DESIGN STUDIO	4
HAA 101 or HAA 115 or HAA 130 or HAA 145	INTRODUCTION TO AFRICAN ART INTRODUCTION TO ASIAN ART INTRODUCTION TO EUROPEAN ART INTRODUCTION TO ARTS OF THE AMERICAS	4
GD 200	GRAPHIC DESIGN: FORM	4
GD 230	TYPOGRAPHY: FORM	4
VFX 200	INTRODUCTION TO VISUAL EFFECTS	4

Third Year

Course	Title	Quarter Hours
ANI 326	VISUAL CONCEPT DEVELOPMENT	4
ANI 341	ADVANCED ANIMATION PRODUCTION	4
ANI 356	EXPERIMENTAL ANIMATION	4
ANI 360	3D MOTION GRAPHICS	4
ANI 375	PROFESSIONAL PRACTICE FOR ANIMATORS AND GAME ARTISTS	2
FILM 233 or ANI 363	CINEMA & ART CINEMA AND ART FOR ANIMATORS	4
VFX 310 or ANI 342	GAME ENGINES FOR FILMMAKERS 3D ANIMATION PRODUCTION	4
Two (2) Motion Graphics Electives		8

Fourth Year

Course	Title	Quarter Hours
ANI 362	TITLE DESIGN	4
ANI 376 or ANI 396	POST-PRODUCTION WORKSHOP ANIMATION CAPSTONE WORKSHOP	2
ANI 394 & ANI 395	ANIMATION PROJECT I and ANIMATION PROJECT II	8
VFX 374	COMPOSITING I	4
One (1) Motion Graphics Elective		4

Motion Graphics Electives

Course	Title	Quarter Hours
ANI 226	TRADITIONAL MATERIALS FOR ANIMATION	
ANI 301	ADVANCED 3D CHARACTER ANIMATION	
ANI 324	STORYBOARDING II	
ANI 327	HAND-DRAWN CHARACTER ANIMATION	
ANI 328	ANIMATION FIGURE STUDY I	
ANI 332	3D RIGGING	
ANI 339	3D TEXTURING AND LIGHTING	
ANI 340	2D ANIMATION PRODUCTION	
ANI 342	3D ANIMATION PRODUCTION	
ANI 357	HYBRID ANIMATION	
ANI 345	CHARACTER DESIGN	
ANI 378	3D DYNAMICS	
ANI 382	DIGITAL PUPPET ANIMATION	
ART 113	THREE DIMENSIONAL FOUNDATIONS	
ART 115	BEGINNING SCULPTURE	
ART 205	COLOR THEORY AND APPLICATION	
ART 206	INTERMEDIATE DRAWING	
ART 218	FIGURE DRAWING	
ART 219	BEGINNING FIGURE SCULPTURE	
ART 229	BEGINNING PRINTMAKING	
ART 231	SCREEN PRINTING	
ART 245	PAINTING: MIXOLOGY	
ART 306	ADVANCED DRAWING	
ART 324	INTERMEDIATE PRINTMAKING	

ART 376	DRAWING PROJECTS
FILM 150	CINEMATOGRAPHY I (FORMERLY FILM 250)
FILM 325	EXPERIMENTAL FILMMAKING I
ILL 320	MAKING COMICS
ILL 321	MAKING COMICS II
POST 200	EDITING II
POST 322	ABLETON LIVE WORKSHOP
POST 328	SCORING FOR FILM AND VIDEO
POST 360	SOUND & MUSIC SYNTHESIS FOR FILM
POST 364	MAX CYCLING 74 WORKSHOP
POST 391	ADVANCED TOPICS IN EDITING
VFX 310	GAME ENGINES FOR FILMMAKERS
VFX 320	FUNDAMENTALS OF VIRTUAL PRODUCTION
VFX 334	VIRTUAL CINEMATOGRAPHY
VFX 340	PREVISUALIZATION
VFX 378	COMPOSITING II
VFX 380	CG COMPOSITING
VFX 382	FLAME WORKSHOP
VFX 390	ADVANCED TOPICS IN VISUAL EFFECTS
VFX 391	VISUAL EFFECTS STUDIO

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.