

STORYBOARDING AND CHARACTER DESIGN CONCENTRATION, ANIMATION (BFA)

Major Requirements

First Year

Course	Title	Quarter Hours
<i>Fall Quarter</i>		
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
ANI 154	DIGITAL PAINTING WORKSHOP	2
ANI 206	HISTORY OF ANIMATION	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	
<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
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 240	INTRO TO ANIMATION PRODUCTION	4
ANI 327	HAND-DRAWN CHARACTER ANIMATION	4
ART 110	BEGINNING PAINTING	4
or ART 206	INTERMEDIATE DRAWING	
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) Animation Elective		4

Third Year

Course	Title	Quarter Hours
ANI 324	STORYBOARDING II	4
ANI 326	VISUAL CONCEPT DEVELOPMENT	4
ANI 345	CHARACTER DESIGN	4
ANI 329	STORYBOARDING III	4
or ANI 344	VISUAL DESIGN FOR GAMES	
or ANI 349	ADVANCED CHARACTER DESIGN	
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 375	PROFESSIONAL PRACTICE FOR ANIMATORS AND GAME ARTISTS	2
Select one (1) from		
FILM 233	CINEMA & ART	4
or ANI 363	CINEMA AND ART FOR ANIMATORS	
ILL 320	MAKING COMICS	4
One (1) Animation Elective		4
One (1) Studio Art Elective		4

Fourth Year

Course	Title	Quarter Hours
ANI 341	ADVANCED ANIMATION PRODUCTION	4
ANI 394	ANIMATION PROJECT I	4
ANI 395	ANIMATION PROJECT II	4
Two (2) Animation Electives		8
One (1) Studio Art Elective		4

Major Electives

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

Studio Art Major Electives

Students in the Storyboarding and Character Design concentration must select the eight (8) 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
ART 338	FIGURE DRAWING IN CONTEXT
ART 376	DRAWING PROJECTS
ART 393	SENIOR PROJECT STUDIO
ILL 321	MAKING COMICS II

Open Electives

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

Animation Major Electives

Students in the Storyboarding and Character Design concentration must select the 16 credit hours of Animation Major Elective courses from the following list as part of their Major Elective requirements:

Course	Title	Quarter Hours
ANI 231	3D ANIMATION	
ANI 300	3D CHARACTER ANIMATION	
ANI 301	ADVANCED 3D CHARACTER ANIMATION	
ANI 320	HAND-DRAWN ANIMATION	
ANI 328	ANIMATION FIGURE STUDY I	
ANI 329	STORYBOARDING III	
ANI 330	3D CHARACTER MODELING	
ANI 332	3D RIGGING	
ANI 336	3D MODELING STUDIO	
ANI 337	ENVIRONMENT MODELING	
ANI 338	3D ORGANIC MODELING	
ANI 339	3D TEXTURING AND LIGHTING	
ANI 340	2D ANIMATION PRODUCTION	
ANI 349	ADVANCED CHARACTER DESIGN	
ANI 355	STOP MOTION ANIMATION	
ANI 356	EXPERIMENTAL ANIMATION	
ANI 357	HYBRID ANIMATION	
ANI 358	ADVANCED STOP MOTION ANIMATION	
ANI 361	MOTION GRAPHICS	
ANI 371	ANIMATED SERIES DEVELOPMENT	
ANI 376	POST-PRODUCTION WORKSHOP	
ANI 382	DIGITAL PUPPET ANIMATION	
VFX 334	VIRTUAL CINEMATOGRAPHY	
VFX 340	PREVISUALIZATION	