ANIMATION (BFA)

The BFA in Animation provides students with a solid foundation in the art of animation and its history combined with insight into the latest techniques used in the rapidly-moving fields of high end 3D animation in the film, television, and game development industries.

Concentrations

3D Animation
The area of 3D animation dominates the film industry—five of the twenty-one top grossing films of 2017 were 3D animated, and eight of the top ten were heavily dependent on 3D animation for special effects.

Cinema Concentration
The technically demanding art of modern 3D character animation is grounded in the core fundamentals of animation mechanics, visual storytelling and acting. Right from the start, students in the Cinema Animation concentration gain hands-on experience bringing digital characters to life. They are given in-depth instruction in the most up-to-date software and technology available, including motion capture and green screen, but the emphasis is always on creativity, experimentation and expression.

Game Art Concentration
Becoming a game development artist requires a solid foundation in animation, visual design principles, color theory, and drawing. Students in the Game Art concentration also receive in-depth instruction in the latest advanced game modeling and animation technology and practices, including motion capture, rigging and digital sculpting. They learn about real-world problem-solving, team dynamics, and pipeline requirements while working alongside programmers and game designers on cross-disciplinary game development projects.

Motion Graphics Concentration
Motion Graphics, sometimes known as Motion Design, involves putting graphic forms, text, and photographic elements into motion using the principles of animation. These are almost always paired with sound and music for a specific purpose, such as in advertisements, educational and industrial videos, films and television titles, visual effects, and video games. Chicago is a major center for commercial advertising production, and Motion Graphics is a significant part of the commercial production and post-production process.

Storyboarding and Character Design Concentration
Storyboard artists are in demand in the television and feature film animation industries. A storyboard artist can also find work storyboarding live action films, visual effects, and commercials. The skills of the storyboard artist can also be applied to graphic novels and comics. Character design is a much sought-after role in animation, game art, live action film, comics, and children's literature. Both disciplines share a requirement for strong traditional drawing skills.

Learning Outcomes
Students will be able to:

- Demonstrate a solid foundation in design and traditional studio art, and will be able to use these skills in order to communicate effectively through visual means.
- Demonstrate knowledge of the history of animation through written critical evaluation of animated films and be able to analyze work in a historical context.
- Acquire animation skills necessary for careers in game development, 3D and 2D animated films, television or effects animation.
- Implement the use of storyboarding, animatics, and essential pre-production techniques to develop a film concept.
- Develop research practices as a foundation for their own art and design.
- Utilize their skills to produce a number of animated films culminating in a thesis animation in the media of their choosing.

Liberal Studies Requirements
Honors program requirements can be found in the individual Colleges & Schools section of the University Catalog. Select the appropriate college or school, followed by Undergraduate Academics and scroll down.
1. Students must earn a C- or better in this course.
2. Readiness for LSP 120 is determined by the math placement test taken online after admission. Students may need to take developmental coursework prior to LSP 120. The LSP 120 requirement may be waived by credit already earned for advanced math coursework or by passing a dedicated proficiency exam.

**Learning Domains**

**Arts and Literature (AL)** ([https://catalog.depaul.edu/undergraduate-core/liberal-studies-program/liberal-studies-learning-domains/arts-and-literature/](https://catalog.depaul.edu/undergraduate-core/liberal-studies-program/liberal-studies-learning-domains/arts-and-literature/))
- 2 Courses Required from following list:
  - Any HAA course approved for A&L
  - ART 200
  - ART 220
  - GD 220
  - ILL 206
  - MCS 207
  - MCS 208
  - MCS 209

**Historical Inquiry (HI)** ([https://catalog.depaul.edu/undergraduate-core/liberal-studies-program/liberal-studies-learning-domains/historical-inquiry/](https://catalog.depaul.edu/undergraduate-core/liberal-studies-program/liberal-studies-learning-domains/historical-inquiry/))
- 1 Course Required

- 1 Course Required

- 1 Course Required

- 1 SWK or Lab Course Required

- 1 Course Required

**Notes**

Specified required courses within Liberal Studies may have grade minimums (e.g. C- or better). Please consult your advisor or your college and major requirements.

Courses offered in the student’s primary major cannot be taken to fulfill LSP Domain requirements. If students double major, LSP Domain courses may double count for both LSP credit and the second major.

In meeting learning domain requirements, no more than one course that is outside the student’s major and is cross-listed with a course within the student’s major, can be applied to count for LSP domain credit.

This policy does not apply to those who are pursuing a double major or earning BFA or BM degrees.

**Major Requirements**

**Course Requirements**

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Quarter Hours</th>
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<tbody>
<tr>
<td>ANI 105</td>
<td>MOTION GRAPHICS FOUNDATIONS</td>
<td>4</td>
</tr>
<tr>
<td>or ART 105</td>
<td>TWO-DIMENSIONAL FOUNDATIONS</td>
<td>4</td>
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<tr>
<td>or GD 105</td>
<td>INTRO TO VISUAL DESIGN</td>
<td>4</td>
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<tr>
<td>ANI 150</td>
<td>AFTER EFFECTS WORKSHOP</td>
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<td>ANI 201</td>
<td>ANIMATION I</td>
<td>4</td>
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<tr>
<td>ANI 206</td>
<td>HISTORY OF ANIMATION</td>
<td>4</td>
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<td>ANI 220</td>
<td>STORYBOARDING AND NARRATIVE DEVELOPMENT</td>
<td>4</td>
</tr>
<tr>
<td>ANI 230</td>
<td>3D DESIGN &amp; MODELING</td>
<td>4</td>
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<tr>
<td>ANI 240</td>
<td>ANIMATION PRODUCTION I</td>
<td>4</td>
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<tr>
<td>ANI 321</td>
<td>ANIMATION MECHANICS</td>
<td>4</td>
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<tr>
<td>ANI 326</td>
<td>VISUAL CONCEPT DEVELOPMENT</td>
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<tr>
<td>ANI 375</td>
<td>PROFESSIONAL PRACTICE FOR ANIMATORS AND GAME ARTISTS</td>
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<tr>
<td>ANI 394</td>
<td>ANIMATION PROJECT I</td>
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<tr>
<td>ANI 395</td>
<td>ANIMATION PROJECT II</td>
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<td>ART 106</td>
<td>BEGINNING DRAWING</td>
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<tr>
<td>ART 218</td>
<td>FIGURE DRAWING</td>
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<tr>
<td>ILL 200</td>
<td>ILLUSTRATION FOUNDATIONS</td>
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<tr>
<td>HAA 101</td>
<td>INTRODUCTION TO AFRICAN ART</td>
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<tr>
<td>or HAA 115</td>
<td>INTRODUCTION TO ASIAN ART</td>
<td>4</td>
</tr>
<tr>
<td>or HAA 130</td>
<td>INTRODUCTION TO EUROPEAN ART</td>
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<tr>
<td>or HAA 145</td>
<td>INTRODUCTION TO ARTS OF THE AMERICAS</td>
<td>4</td>
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**Concentration Requirement**

Students must also complete the requirements from one (1) of the following concentrations: 3D Animation, Cinema, Game Art, Motion Graphics, or Storyboarding and Character Design.

**Degree Requirements**

Students in this degree must meet the following requirements:
- Complete a minimum of 208 credit hours.
- Earn a grade of C- or higher in WRD 103, WRD 104, and all Major and Minor courses.
- Earn a grade of D or higher in all other Liberal Studies and Open Elective courses.
- Maintain a cumulative GPA of 2.0 or higher.

**Concentration Requirements**

Concentrations, tracks and specializations provide focus to the major. In addition to any college core requirements, liberal studies requirements and major requirements, students are required to choose one of the following:
- 3D Animation Concentration, Animation (BFA), ([https://catalog.depaul.edu/programsanimation-bfaanimation-bfa-3d-animation-concentration](https://catalog.depaul.edu/programsanimation-bfaanimation-bfa-3d-animation-concentration))
- Cinema Concentration, Animation (BFA) (https://catalog.depaul.edu/programs/animation-bfa/animation-bfa-cinema-concentration/)
- Game Art Concentration, Animation (BFA) (https://catalog.depaul.edu/programs/animation-bfa/animation-bfa-game-art-concentration/)
- Motion Graphics Concentration, Animation (BFA) (https://catalog.depaul.edu/programs/animation-bfa/animation-bfa-motion-graphics-concentration/)
- Storyboarding and Character Design Concentration, Animation (BFA) (https://catalog.depaul.edu/programs/animation-bfa/animation-bfa-storyboarding-character-design-concentration/)