

# 3D ANIMATION CONCENTRATION, ANIMATION (MA)

## Course Requirements

### Core Courses

Course	Title	Quarter Hours
ANI 422	ANIMATION HISTORY & PRACTICE	4
ANI 423	3D ANIMATION SURVEY <sup>1</sup>	4
ANI 430	3D CHARACTER ANIMATION	4
ANI 434	VIRTUAL CINEMATOGRAPHY	4
ANI 439	3D TEXTURING AND LIGHTING	4
ANI 442	3D ANIMATION PRODUCTION	4
ANI 466 or ANI 444	CINEMA, ANIMATION AND ART VISUAL DESIGN FOR GAMES	4

<sup>1</sup> Students with 3D animation experience can have the ANI 423 3D ANIMATION SURVEY requirement substituted with an Animation Elective by their Faculty Advisor.

### 3D Animation Electives

Course	Title	Quarter Hours
Select sixteen credit hours from the following list:		16
ANI 425	STORYBOARDING I	
ANI 428	ANIMATION FIGURE STUDY I	
ANI 429	STORYBOARDING III	
ANI 430	3D CHARACTER ANIMATION	
ANI 431	ADVANCED 3D CHARACTER ANIMATION	
ANI 432	3D RIGGING	
ANI 433	ADVANCED 3D RIGGING	
ANI 435	3D CHARACTER MODELING	
ANI 436	3D MODELING STUDIO	
ANI 437	ENVIRONMENT MODELING	
ANI 438	3D ORGANIC MODELING	
ANI 442	3D ANIMATION PRODUCTION	
ANI 443	3D ANIMATION FOR GAMES & CINEMATICS	
ANI 444	VISUAL DESIGN FOR GAMES	
ANI 445	CHARACTER DESIGN	
ANI 446	GAME ART PIPELINE	
ANI 447	ART FOR GAME MODS	
ANI 449	ADVANCED CHARACTER DESIGN	
ANI 450	MOTION CAPTURE	
ANI 451	ADVANCED MOTION CAPTURE STUDIO	
ANI 452	3D SCRIPTING	
ANI 453	ADVANCED 3D SCRIPTING	
ANI 455	STOP MOTION ANIMATION	
ANI 458	ADVANCED STOP MOTION ANIMATION	

ANI 460	ANIMATION GRADUATE SEMINAR
ANI 463	3D MOTION GRAPHICS
ANI 478	3D DYNAMICS
ANI 493	TOPICS IN 3D ANIMATION
VFX 410	GAME ENGINES FOR FILMMAKERS
VFX 420	FUNDAMENTALS OF VIRTUAL PRODUCTION
VFX 434	VIRTUAL CINEMATOGRAPHY
VFX 440	PREVISUALIZATION
VFX 474	COMPOSITING I
VFX 478	COMPOSITING II
VFX 480	CG COMPOSITING
VFX 490	ADVANCED TOPICS IN VISUAL EFFECTS

### CDM Open Electives

Students must complete eight (8) credit hours of graduate courses from the Jarvis College of Computing and Digital Media. Elective courses must be in the range of 421 to 699.