STORYBOARDING AND CHARACTER DESIGN CONCENTRATION, ANIMATION (MA)

Course Requirements

Course	Title	Quarter Hours
ANI 421	ANIMATION MECHANICS	4
ANI 422	ANIMATION HISTORY & PRACTICE	4
ANI 425	STORYBOARDING I	4
ANI 426	VISUAL CONCEPT DEVELOPMENT	4
ANI 428	ANIMATION FIGURE STUDY I	4
ANI 429	STORYBOARDING III	4
or ANI 449	ADVANCED CHARACTER DESIGN	
or ANI 471	ANIMATED SERIES DEVELOPMENT	
ANI 445	CHARACTER DESIGN	4
ANI 460	ANIMATION GRADUATE SEMINAR	4
ANI 465	STORYBOARDING II	4
ANI 466	CINEMA, ANIMATION AND ART	4
or ANI 444	VISUAL DESIGN FOR GAMES	
Four (4) credit hours from the following list:		4
ANI 420	HAND-DRAWN ANIMATION	
ANI 427	HAND-DRAWN CHARACTER ANIMATION	
ANI 429	STORYBOARDING III	
ANI 448	ANIMATION FIGURE STUDY II	
ANI 449	ADVANCED CHARACTER DESIGN	
ANI 471	ANIMATED SERIES DEVELOPMENT	
Open Electives		8

Open Electives

Students must complete the eight (8) credit hours of Open Electives from graduate courses in the Jarvis College of Computing and Digital Media. Open Elective courses must be in the range of 421 to 690