# TECHNICAL ARTIST CONCENTRATION, ANIMATION (MA)

## Course Requirements

### Core Courses

| Course | Title | Quarter Hours |
|---|---|---|
| ANI 423 | 3D ANIMATION SURVEY [1] | 4 |
| ANI 430 | 3D CHARACTER ANIMATION | 4 |
| or ANI 434 | VIRTUAL CINEMATOGRAPHY | |
| ANI 444 | VISUAL DESIGN FOR GAMES | 4 |
| ANI 446 | GAME ART PIPELINE | 4 |
| ANI 452 | 3D SCRIPTING | 4 |
| ANI 453 | ADVANCED 3D SCRIPTING | 4 |
| Select four (4) credit hours from the following: | | 4 |
| GAM 690 | GAME DEVELOPMENT STUDIO I | |
| GAM 691 | GAME DEVELOPMENT STUDIO II [2] | |
| ANI 442 | 3D ANIMATION PRODUCTION | |
| Sixteen (16) credit hours of Technical Artist Electives | | 16 |
| Eight (8) credit hours of CDM Open Electives | | 8 |

[1] Students with 3D animation experience can have the ANI 423 requirement substituted by their Faculty Advisorwith an Animation Elective.

[2] Students who take GAM 690 to fulfill their Core Requirements must take GAM 691 as one of their Technical Artist Electives requirements.

## Technical Artist Electives

Students must select the required 16 credit hours of Technical Artist Electives from the following choices. Students may take these courses before completing their Core Requirements courses. It is recommended that students choose their Technical Artist Elective courses in one of the following areas of focus: Rigging, Animation, Modeling, or Visual Effects.

### Rigging Focus Area

| Course | Title | Quarter Hours |
|---|---|---|
| ANI 430 | 3D CHARACTER ANIMATION | |
| ANI 432 | 3D RIGGING | |
| ANI 433 | ADVANCED 3D RIGGING | |
| ANI 435 | 3D CHARACTER MODELING | |
| ANI 450 | MOTION CAPTURE | |
| ANI 460 | ANIMATION GRADUATE SEMINAR | |

### Animation Focus Area

| Course | Title | Quarter Hours |
|---|---|---|
| ANI 430 | 3D CHARACTER ANIMATION | |
| ANI 431 | ADVANCED 3D CHARACTER ANIMATION | |
| ANI 432 | 3D RIGGING | |
| ANI 442 | 3D ANIMATION PRODUCTION | |
| ANI 443 | 3D ANIMATION FOR GAMES & CINEMATICS | |
| ANI 450 | MOTION CAPTURE | |
| ANI 451 | ADVANCED MOTION CAPTURE STUDIO | |
| ANI 463 | 3D MOTION GRAPHICS | |
| ANI 460 | ANIMATION GRADUATE SEMINAR | |

### Modeling Focus Area

| Course | Title | Quarter Hours |
|---|---|---|
| ANI 435 | 3D CHARACTER MODELING | |
| ANI 436 | 3D MODELING STUDIO | |
| ANI 437 | ENVIRONMENT MODELING | |
| ANI 438 | 3D ORGANIC MODELING | |
| ANI 439 | 3D TEXTURING AND LIGHTING | |
| ANI 447 | ART FOR GAME MODS | |
| ANI 460 | ANIMATION GRADUATE SEMINAR | |

### Visual Effects Focus Area

| Course | Title | Quarter Hours |
|---|---|---|
| ANI 460 | ANIMATION GRADUATE SEMINAR | |
| ANI 478 | 3D DYNAMICS | |
| ANI 479 | 3D COMPOSITING | |
| VFX 410 | GAME ENGINES FOR FILMMAKERS | |
| VFX 420 | FUNDAMENTALS OF VIRTUAL PRODUCTION | |
| VFX 434 | VIRTUAL CINEMATOGRAPHY | |
| VFX 440 | PREVISUALIZATION | |
| VFX 480 | CG COMPOSITING | |
| VFX 474 | COMPOSITING I | |
| VFX 478 | COMPOSITING II | |

### Other Available Technical Artist Electives

| Course | Title | Quarter Hours |
|---|---|---|
| GAM 690 | GAME DEVELOPMENT STUDIO I | |
| GAM 691 | GAME DEVELOPMENT STUDIO II | |

### CDM Open Electives

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