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	AI TOOLS FOR VISUAL EFFECTS AND POST-PRODUCTION	
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.