

TRADITIONAL ANIMATION CONCENTRATION, ANIMATION (MA)

Course Requirements

Core Courses

| Course | Title | Quarter Hours |
|------------|------------------------------|---------------|
| ANI 460 | ANIMATION GRADUATE SEMINAR | 4 |
| ANI 421 | ANIMATION MECHANICS | 4 |
| ANI 422 | ANIMATION HISTORY & PRACTICE | 4 |
| ANI 425 | STORYBOARDING I | 4 |
| ANI 426 | VISUAL CONCEPT DEVELOPMENT | 4 |
| ANI 466 | CINEMA, ANIMATION AND ART | 4 |
| or ANI 444 | VISUAL DESIGN FOR GAMES | |

Traditional Animation Electives

| Course | Title | Quarter Hours |
|------------------------------------------------|--------------------------------|---------------|
| Select twelve credit hours from the following: | | 12 |
| ANI 420 | HAND-DRAWN ANIMATION | |
| ANI 427 | HAND-DRAWN CHARACTER ANIMATION | |
| ANI 428 | ANIMATION FIGURE STUDY I | |
| ANI 429 | STORYBOARDING III | |
| ANI 445 | CHARACTER DESIGN | |
| ANI 455 | STOP MOTION ANIMATION | |
| ANI 456 | EXPERIMENTAL ANIMATION | |
| ANI 457 | HYBRID ANIMATION | |
| ANI 458 | ADVANCED STOP MOTION ANIMATION | |
| ANI 470 | ACTING FOR ANIMATORS | |
| ANI 482 | DIGITAL PUPPET ANIMATION | |
| ANI 490 | TOPICS IN ANIMATION | |

CDM Open Electives

Students must complete sixteen 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.