Computer Animation (BFA)

Computer Animation BFA   2023-24

Year 1 Fall	Year 1 Spring	Year 2 Fall	Year 2 Spring	Year 3 Fall	Year 3 Spring	Year 4 Fall	Year 4 Spring
MEDA 115 Figure Drawing I (CA, FA, GA, IL)	MEDA 125A Figure Drawing II (CA)	ANIM 220 Computer Animation I	ANIM 222 Computer Animation II	ANIM 320 Computer Animation III	ANIM 322 Computer Animation IV	ANIM 420 Computer Animation V (6 credits)	ANIM 422 Computer Animation VI (6 credits)
MEDA 112 2D Design (CA, GA, IL, VR)	MEDA 123D 3D Design (CA)	ANIM 227 Story Development I	ANIM 228 Story Development II	ANIM 326 Story Development III	ANIM 328 Animation Preproduction		
MEDA 111 Perspective Drawing I (CA, GA, IL)	MEDA 126B Color & Perspective Drawing II (CA, GA)	ANIM 209 Traditional Animation II	Liberal Arts	ANIM 335 Visual Development for Computer Animation I	ANIM 336 Visual Development for Computer Animation II	Liberal Arts	Open Elective
LIBA 112 Film & Narrative	ANIM 208 Traditional Animation I	Open Elective	Liberal Arts	Liberal Arts	Liberal Arts	Open Elective or INTE 301 Internship	Open Elective
WRIT 151 Writing Studio	ARTH 123 History of Computer Animation	LMST 282 Literature & Media Studies	ARTH 111 Development of Art & Ideas	Upper-Level Art History	General Education Elective	General Education Elective	Upper-Level Art History

Program Curriculum			General Education			Electives	
First Year 18 hours 15%	Major Courses 48 hours 40%		Liberal Arts 24 hours 20%	General Education 6 hours 5%	Art & Design History 12 hours 10%	Open Electives 12 hours 10%	120 Credit Hours

Color Key

Degree Type
Bachelor of Fine Arts

Statement of Purpose

The Computer Animation BFA program of study prepares graduates for existing and emerging career opportunities in computer animation. The program of study provides students with the balance of technical and conceptual skills necessary to become innovative, responsible and productive computer animation professionals. Students acquire the ability to create as well as produce in an innovative curriculum that emphasizes deep and focused study of communication through movement. This structured program prepares its graduates for existing and emerging career opportunities in computer animation.

Student Learning Outcomes

1. **Concept and Narrative.** Demonstrate the ability to generate ideas appropriate to animation, turn those into appealing stories, and plan execution and feasibility for production in the 3D environment.
    a. Generate and refine effective and original ideas for the animated short.
    b. Create a linear narrative that demonstrates effective use of story structure.
    c. Plan animated shorts through the efficient use of the (preproduction) process.
    d. Solve conceptual and technical problems
2. **Principles of Animation.** Apply the principles of animation to create expressive motion that brings design concepts and characters to life.
    a. Demonstrate appropriate application of the principles of animation in their work.
    b. Create a character that gives the illusion of having thought and emotion.
    c. Translate 2D concepts into 3D animated forms.

3. **Methods and Technologies.** Successfully use the characteristics and capabilities of various animation methods and technologies in creative and project development contexts.
    a. Correctly utilize animation studio production pipeline.
    b. Demonstrate proficiency in utilizing specific 3D animation software.
    c. Effectively obtain or create and mix sound for the Senior Thesis.
    d. Knowledge of appropriate forms, formats, standards
4. **Professional Practices.** Demonstrate knowledge of professional practices.
    a. Knowledge of professional practices in the industry.
    b. Assemble a portfolio, body of work and job application packet.
    c. Demonstrate good professional attitude and strong work ethic.
    d. Show an understanding of the history of the discipline
5. **Collaboration and Communication.** Effectively collaborate and communicate with all members of teams at multiple stages of animation project development and in associated production processes.
    a. Collaborate with others
    b. Present and defend their work.

General Education Curriculum

Liberal Arts

Item #	Title	Credits
WRIT 151	Writing Studio	3
LIBA 112	Film & Narrative	3
	Writing Elective	3
LMST 282	Literature & Media Studies	3
	Literature and Media Studies Elective	3
	Social and Behavioral Sciences Elective	3
	Scientific Practices Elective	3
	Arts and Humanities Elective	3

General Education

Item #	Title	Credits
	General Education Elective	3
	General Education Elective	3

Art and Design History

Item #	Title	Credits
ARTH 123	History of Computer Animation	3
ARTH 111	Development of Art & Ideas	3
	Art History Upper-Level Elective	3
	Art History Upper-Level Elective	3

Program Curriculum

Media Arts First Year Community

Item #	Title	Credits
MEDA 111	Perspective Drawing I (CA, GA, IL)	3
MEDA 112	2D Design (CA, GA, IL, VR)	3
MEDA 115	Figure Drawing I (CA, FA, GA, IL)	3
MEDA 123D	3D Design (CA)	3
MEDA 125A	Figure Drawing II (CA)	3
MEDA 126B	Color and Perspective Drawing II (CA, GA)	3

Computer Animation Major

Item #	Title	Credits
ANIM 208	Traditional Animation I	3
ANIM 209	Traditional Animation II	3
ANIM 220	Computer Animation I	3
ANIM 227	Story Development I	3
ANIM 222	Computer Animation II	3
ANIM 228	Story Development II	3
ANIM 320	Computer Animation III	3
ANIM 326	Story Development III	3
ANIM 335	Visual Development for Computer Animation I	3
ANIM 322	Computer Animation IV	3
ANIM 328	Animation Preproduction	3
ANIM 336	Visual Development for Computer Animation II	3
ANIM 420	Computer Animation V	6
ANIM 422	Computer Animation VI	6

Elective

Item #	Title	Credits
	Open Elective	3
	Open Elective	3
	Open Elective	3
	Open Elective	3
	Total Credits	**120**

Course Sequencing

Year 1 Fall

Item #	Title	Credits
MEDA 115	Figure Drawing I (CA, FA, GA, IL)	3
MEDA 112	2D Design (CA, GA, IL, VR)	3
MEDA 111	Perspective Drawing I (CA, GA, IL)	3
LIBA 112	Film & Narrative	3
WRIT 151	Writing Studio	3

Year 1 Spring

Item #	Title	Credits
MEDA 125A	Figure Drawing II (CA)	3
MEDA 123D	3D Design (CA)	3
MEDA 126B	Color and Perspective Drawing II (CA, GA)	3
ANIM 208	Traditional Animation I	3
ARTH 123	History of Computer Animation	3

Year 2 Fall

Item #	Title	Credits
ANIM 220	Computer Animation I	3
ANIM 227	Story Development I	3
ANIM 209	Traditional Animation II	3
	Open Elective	3
LMST 282	Literature & Media Studies	3

Year 2 Spring

Item #	Title	Credits
ANIM 222	Computer Animation II	3
ANIM 228	Story Development II	3
	Liberal Arts Elective	3
	Liberal Arts Elective	3
ARTH 111	Development of Art & Ideas	3

Year 3 Fall

Item #	Title	Credits
ANIM 320	Computer Animation III	3
ANIM 326	Story Development III	3
ANIM 335	Visual Development for Computer Animation I	3
	Liberal Arts Elective	3
	Art History Upper-Level Elective	3

Year 3 Spring

Item #	Title	Credits
ANIM 322	Computer Animation IV	3
ANIM 328	Animation Preproduction	3
ANIM 336	Visual Development for Computer Animation II	3
	Liberal Arts Elective	3
	General Education Elective	3

Year 4 Fall

Open Elective or INTE 301

Item #	Title	Credits
ANIM 420	Computer Animation V	6
	Liberal Arts Elective	3
	Open Elective	3
	General Education Elective	3

Year 4 Spring

Item #	Title	Credits
ANIM 422	Computer Animation VI	6
	Open Elective	3
	Open Elective	3
	Art History Upper-Level Elective	3