

Computer Animation BFA 2022-23

| 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 | MEDA 125A Figure Drawing II for 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 | MEDA 123D 3D Design for CA | ANIM 227 Story Development I | ANIM 228 Story Development II | ANIM 326 Story Development III | ANIM 328 Animation Preproduction | | |
| MEDA 111 Drawing I | MEDA 126B Drawing II for 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 | |
| Color Key | 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 |