

# MEDIA ARTS & ANIMATION

## Bachelor of Science Degree

The animation professional is a skilled and specialized visual communicator who combines individual artistic talent with technological expertise to create impressions in a moving-image format.

### PROGRAM OBJECTIVES

- Demonstrate basic principles of animation
- Analyze real-world observations and apply to animation
- Produce life drawings that depict gesture, motion, and utilize economy of line
- Produce images that display differences in lighting and value that express moods and emotions
- Apply the principles of design and typography
- Identify various animation processes in their historical contexts
- Produce stories and illustrate concepts through sequential images and storyboards
- Produce traditional and computer animation
- Produce 2D and 3D animation for a variety of applications
- Integrate audio with animated compositions
- Demonstrate compositing techniques using various animation sequences
- Compose critical ideas for surface treatment, lighting, and motion of 3D models
- Use computerized paint, titling, modeling and animation software programs to create images
- Discuss and apply principles of lighting and camera techniques in computer animation
- Formulate production schedules as part of the project management process

- Determine compliance with copyright/trademark law, and obtain appropriate releases and permissions as necessary
- Capture, manipulate, and edit an image using digital processes
- Create and/or transform objects in a 3D environment
- Create a reel and self promotional package according to current industry standards

### ENTRY-LEVEL EMPLOYMENT OPPORTUNITIES

Graduates will be prepared to seek entry-level positions in the animation industry including but not limited to 3D modeler, animator, character designer, production assistant and assistant designer.



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## REQUIREMENTS FOR BACHELOR OF SCIENCE DEGREE

**180 Quarter Credits**  
**Twelve 11-Week Quarters or 132 Weeks**

### GENERAL EDUCATION

GE10110	English Composition I
GE10120	Art History: Prehistoric to Mannerist
GE10210	English Composition II
GE10230	Art History: Baroque to Present
GE10320	Effective Speaking
GE10450	Introduction to Geometry
GE20510	Ethics
GE20520	Physics
GE20710	Aesthetics
GE30950	Music Appreciation
LS10110	Computer Science
LS20620	Business Law

### General Education Elective List (Select 8):

GE20590SA	Study Abroad
GE20610	Theatre Appreciation
GE20810	History of Film
GE30910	Theories of Communication
GE30920	Logic
GE30930	Issues in American Society
GE30940	Literature and Culture
GE30960	Introduction to Museum Studies
GE30970	History of 20th Century Art
GE30980	Creative Writing
GE31010	Study Abroad
GE31020	Statistics
GE31030	Comparative Religions
GE31040	Media & Pop Culture

### CORE COURSES

GR10110	Fundamentals of Drawing
AD0015PF	Portfolio Foundations Animation
AD10130	Language of Animation and Film
AD10210	Life Drawing
AD10221	Color Theory
AD10231	Image Manipulation
AD10250	Typography
AD10311	Structure, Proportion, Perspective
AD10321	Sculpture for Animation
AD10350	Principles of 3-D Modeling
AD10360	Drawing & Painting
AD10411	Drawing & Anatomy
AD10441	2-D Animation Principles
AD10450	Editing Technology
AD10460	Principles of 3-D Animation
AD20511	Background Design & Layout
AD20531	2-D Animation
AD20550	Character Design
AD20560	Hard Surface & Organic Modeling
AD20611	Digital Ink & Paint
AD20621	Storyboard for Animation
AD20631	Compositing
AD20711	Web Animation
OR	
AD20721	Character Modeling
AD20750	Audio for Animation
AD20760	Acting for Animation
AD20770	Conceptual Storytelling
AD20811	Animation Interactive
OR	
AD20821	Character Animation
AD20831	2-D Animation Studio
OR	
AD20841	Material & Lighting
AD20860	Portfolio Foundation
AD30911	Pre-Production Team
AD30921	Advanced Lighting and Texturing
OR	
AD30931	Traditional Animation Studio



AD30940	Motion Graphics
AD31011	Production Team
AD41111	Animation Studio
AD41121	Animation Portfolio Production
AD41150	Special Topics
AD41211	Animation Portfolio
AD41231	Computer Animation Studio
GR10110	Fundamentals of Drawing
GR10120	Fundamentals of Design

### Major Elective Options I & II (Select 2):

AD30910	Concept Development
AD30930	Computer Graphics
AD31021	3-D Visual Effects
AD41110	Advanced Compositing
AD41131	Honors Animation I
AD41141	Business of Animation
AD41221	Honors Animation II
IN31010AD	Internship I
IN41110AD	Internship II
AD41160	Collaborative Projects
AD41170	Art Direction
IT30921	Furniture Design
IT30931	Clay Modeling