

PROGRAM REQUIREMENT WORKSHEET

BACHELOR OF MEDIA ARTS: 3D COMPUTER ANIMATION MAJOR, 120 CREDITS

Students beginning first year in 2024

- Currently enrolled students should consult their Program Evaluation through myEC for the most up-to-date information.
- Course Load: Maximum of 12 credits of studio courses per semester. Maximum of 18 credits overall per semester.
- If a course is indicated in a specific semester it may not be offered in another semester. i.e. MHIS 205 is only offered in Fall, MHIS 206 is only offered in Spring.
- Courses are either 3 or 6 credits as indicated by the bracketed number after the course.

FOUNDATION – 30 CREDITS	
FALL – 15 CREDITS	SPRING – 15 CREDITS
HUMN 100 Academic Core I (6) FNDD 108 Creative Processes (3) FNDD 165 Core Interdisciplinary Studio (6)	HUMN 101 Academic Core II (6) Foundation Studio Elective (3) FNDD 185 Core Studio in Animation (6)
Foundation deficiencies must be made up by the beginning of year 3.	
SECOND YEAR – 30 CREDITS	
FALL – 15 CREDITS	SPRING – 15 CREDITS
3DAN 200 Core Studio (6) 3DAN 203 Introduction to 3D Character Animation (3) MHIS 205 Film + Media Aesthetics (3) Critical Studies Elective 200 level (3)	3DAN 210 Core Studio (6) 3DAN 235 CG Layout & Cinematography I (3) MHIS 206 Film + Media Culture (3) Open Elective 200 level (3)
THIRD YEAR – 30 CREDITS	
FALL – 15 CREDITS	SPRING – 15 CREDITS
3DAN 300 Pre-production for 3D Computer Animation (6) MHIS 327 Studies in Animation History (3) Choose 6 credits from: Open Studio Elective 200/300 level (6)* or Critical Studies Elective from 200/300 level (6)	3DAN 310 Intermediate 3D Computer Animation Production (6) Critical Studies Elective 300/400 level (3) PROF 311 Professional Practices (3) Choose 6 credits from: Open Studio Elective 200/300 level (6)* or Critical Studies Elective from 200/300 level (6)
FOURTH YEAR – 30 CREDITS	
FALL – 15 CREDITS	SPRING – 15 CREDITS
3DAN 400 Senior 3D Computer Animation Production I (6) Open Studio Elective 300/400 level (3) Critical Studies Elective 300/400 level (3) Choose 3 credits from: Open Studio Elective 200/300/400 level (3)* or Critical Studies Elective 300/400 level (3)	3DAN 410 Senior 3D Computer Animation Production II (6) 3DAN 415 Lighting and Rendering Projects (3) Open Studio Elective 300/400 level (3) Critical Studies Elective 300/400 level (3)

***For Bachelor of Media Arts Degree:** FNDD 160 Core Media Studio I (6) may be recognized as equivalent to FNDD 185 Core Studio in Animation (6)

*Students may take Co-op or Internship in years 3 and 4, to a maximum of 9 credits.

*Critical Studies subject areas include: AHIS, DEST, DHIS, ENGL, HUMN, MHIS, SCIE, SOCS, PROF

*Studio subject areas include: 2DAN, 3DAN, ANIM, CCID, CGIA, COMD, CRAM, DESN, DEST, DRWG, FMSA, FNDD, FRMS, ILUS, INDD, INTD, MDIA, NMSA, PERF, PNTG, PHOT, PRAX, PRNT, SCLP, SOUN, VAST, WRTG

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Foundation deficiencies must be made up by the beginning of year 3.	
SECOND YEAR – 30 CREDITS	
FALL – 15 CREDITS	SPRING – 15 CREDITS
3DAN 200 3D Computer Animation II (3) 3DAN 203 Introduction to 3D Character Animation (3) 3DAN 205 Lighting and Rendering (3) MHIS 205 Film + Media Aesthetics (3) Critical Studies Elective 200 level (3)	3DAN 207 3D Character Creation (3) 3DAN 217 Advanced Character Modeling + Texture (3) 3DAN 213 Intermediate 3D Character Animation (3) MHIS 206 Film + Media Culture (3) Open Elective 200 level (3)
THIRD YEAR – 30 CREDITS	
FALL – 15 CREDITS	SPRING – 15 CREDITS
3DAN 300 Pre-production for 3D Computer Animation (6) MHIS 327 Studies in Animation History (3) Choose 6 credits from: Open Studio Elective 200/300 level (6)* or Critical Studies Elective from 200/300 level (6)	3DAN 310 Intermediate 3D Computer Animation Production (6) Critical Studies Elective 300/400 level (3) PROF 311 Professional Practices (3) Choose 6 credits from: Open Studio Elective 200/300 level (6)* or Critical Studies Elective from 200/300 level (6)
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