Bachelor of Fine Arts Computer Animation

First Year

MEDA 111 Drawing I
Introduction to the representation of three-dimensional forms in two- dimensional space. Focus on drawing one-, two-, and three-point linear perspective systems from observation and imagination. Develop: Measuring and sighting techniques; drawing skills; value and lighting; design approaches. Prerequisite(s): None.

MEDA 112 2D Design
Develop an understanding of visual language and compositional structure using the basic elements and principles of design. Introduction to color theory and application. Prerequisite(s): None.

MEDA 115 Figure Drawing I
Introduction to figure drawing. Use observational gesture and expressive drawing to demonstrate: proportion and measurement; volume and space; basic anatomy; format and composition; balance and movement; focus and edge; relation of figure to environment. Prerequisite(s): None.

MEDA 123D 3D Design for Computer Animation
An introduction to the elements and principles of 3D design using modeling, texturing, and lighting techniques in 3D animation software. This course introduces and develops higher-level skills needed for asset creation; model building, uv mapping, texture creation, and lighting with physically-based material definitions. Prerequisite(s): None.

MEDA 125A Figure Drawing II for CA
Continued study of observational gesture and expressive drawing to demonstrate: proportion and measurement; volume and space; basic anatomy; format and composition; balance and movement; focus and edge; relation of figure to environment. Create believable figures and animals through observation. Emphasis on sequential poses and anatomy as related to movement. Prerequisite(s): MEDA 115.

MEDA 126B Drawing II for CA, GA & VR
Continued study of the accurate three-dimensional forms and environments in two-dimensional space. Focus on color. Focus on drawing one, two, and three-point linear perspective systems from observation and imagination. Prerequisite(s): MEDA 111.

ANIM 208 Traditional Animation I
Introduction to principles of animation. Development of drawing and observational skills through exercises in traditional 2D animation. Prerequisite(s): MEDA 115, MEDA 112, MEDA 111.

Second Year

ANIM 209 Traditional Animation II
Continuation of ANIM 208 – Traditional Animation I. Continued study of principles of animation. Development of drawing and observational skills, and sensitivity to timing through exercises in traditional 2D animation. Prerequisite(s): MEDA 125A, MEDA 126B, MEDA 123D, and a minimum grade of C- in ANIM 208.

ANIM 220 Computer Animation I
Introduction to 3D computer animation. Explore principles of computer animation. Introduction to basic processes for animating synthetic objects in 3D animation software. Prerequisite(s): MEDA 125A, MEDA 126B, MEDA 123D, and a minimum grade of C- in ANIM 208.

ANIM 222 Computer Animation II
Continuation of ANIM 220 – Computer Animation I. Continued study in principles of computer animation, and basic processes for animating synthetic objects in 3D animation software. Prerequisite(s): minimum grade of C- in: ANIM 209; ANIM 220; ANIM 227.

ANIM 227 Story Development I
Introduction to story development and storyboarding. Explores techniques for creating ideas for effective animation. Develops an understanding of film language, continuity editing and descriptive drawing for the visualization of those ideas in storyboards and animatics. Material created in this class forms foundation for subsequent conceptual work in the animation major. Prerequisite(s): MEDA 125A, MEDA 126B, MEDA 123D, and a minimum grade of C- in ANIM 208.

ANIM 228 Story Development II
Exploration of techniques for effective visual communication. Focus on story development for the animated short, film theory, film language, editing principles, character development and visual content development. Prerequisite(s): minimum grade of C- in: ANIM 220; ANIM 227.

Third Year

ANIM 320 Computer Animation III
Advanced study in 3D computer animation. Emphasizes principles of designing and producing 3D computer animation through creation of advanced motion studies. Develop advanced skills in: model building; animation; color; lighting. Prerequisite(s): minimum grade of C- in: ANIM 209; ANIM 222; ANIM 228.

ANIM 322 Computer Animation IV
Advanced study in 3D computer animation. Emphasizes principles of designing and producing 3D computer animation through creation of advanced motion studies. Develop advanced skills in: model building; animation; color; lighting. Prerequisite(s): minimum grade of C- in: ANIM 320; ANIM 326; ANIM 335.

ANIM 326 Story Development III
Advanced study in story development, storyboarding and animatics. Advanced instruction in: theme; structure; character; shot composition; staging; lighting; editing; sound. Prerequisite(s): minimum grade of C- in: ANIM 209; ANIM 222; ANIM 228.

ANIM 328 Animation Preproduction
Preproduction for thesis project in computer animation. Complete preproduction process, including: initial concept creation; animation design; staging design; lighting design; sound design. Elements combined to create: presentation storyboard; process book; timing sheets; timed animatic. Created material used as basis for thesis project. Prerequisite(s): minimum grade of C- in ANIM 320; ANIM 326; ANIM 335.

ANIM 335 Visual Development for Computer Animation I
Instruction in visual development artwork. Focus on exploration of ideas and generation of character, environment, and prop designs/paintings with strong story potential. Introduction to basic elements of gesture drawing, quick sketch, volume, and depth techniques to capture action and attitude. Emphasis on drawing for: weight; force; thought; emotion; movement. Character development and design realized through descriptive drawing and sound draftsmanship. Prerequisite(s): minimum grade of C- in: ANIM 209; ANIM 222; ANIM 228.

ANIM 336 Visual Development for Computer Animation II
Advanced study in descriptive drawing. Advances skills in development of character and environment design in relation to story through descriptive drawing and sound draftsmanship. Continued development of concept art skills; conceptual artwork produced will support senior thesis project. Prerequisite(s): minimum grade of C- in ANIM 320; ANIM 326; ANIM 335.

Fourth Year

ANIM 420 Computer Animation V
Advanced concepts in design and production of computer-animated short. Continuation of project begun in ANIM 328, resulting in a short computer- generated animation with sound. Focus on mastery of principles of 3D computer animation, creativity, and knowledge of sophisticated animation techniques. Designed to prepare students for career as a professional in the computer animation industry. Prerequisite(s): minimum grade of C- in ANIM 322; ANIM 328; ANIM 336.

ANIM 422 Computer Animation VI
Continuation of ANIM 420 Computer Animation V. Advanced study of principles of 3D computer animation, lighting, and compositing. Develop and practice observational skills that aid in understanding motion. Completion of additional advanced animation exercises may be required in order to complete this course. Prerequisite(s): Minimum grade of C- in ANIM 420.