Computer Animation

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.

COMPUTER ANIMATION CURRICULUM

I. General Education Curriculum

  A. Liberal Arts   (8 courses, 24 credit hours, 20%)

WRIT 151 Writing Studio
LIBA 112 Film & Narrative
Writing Elective
LMST 282 Literature & Media Studies
Literature and Media Studies Elective (recommended: LMST 272 Myth and Symbol in Media; LMST 345 Literature of Horror, Fantasy, and Science Fiction)
Social and Behavioral Sciences Elective (recommended: SBSC 215 Intercultural Communication)
Scientific Practices Elective
Arts and Humanities Elective (recommended: ARHU 360 Classical Mythology in Literature, Art, and Music; ARHU 381 American Creativity II)

  B. General Education   (2 courses, 6 credit hours, 5%)

Two (2) General Education Electives

  C. Art and Design History   (4 courses, 12 credit hours, 10%)

ARTH 123 History of Computer Animation
ARTH 111 Development of Art & Ideas
Two (2) Upper-Level Art History Electives (recommended: ARTH 451 Art History Seminar: Landscape Art; ARTH 365 History of Modern Architecture)

II. Program Curriculum

  A. Media Arts First Year Community   (6 courses, 18 credit hours, 15%)

MEDA 111 Drawing I
MEDA 112 2D Design
MEDA 115 Figure Drawing I
MEDA 123D 3D Design for Computer Animation
MEDA 125A Figure Drawing II for CA
MEDA 126B Drawing II for CA, GA & VR

  B. Computer Animation Major   (14 courses, 48 credit hours, 40%)

ANIM 208 Traditional Animation I
ANIM 209 Traditional Animation II
ANIM 220 Computer Animation I
ANIM 227 Story Development I

ANIM 222 Computer Animation II
ANIM 228 Story Development II
ANIM 320 Computer Animation III
ANIM 326 Story Development III
ANIM 335 Visual Development for Computer Animation I
ANIM 322 Computer Animation IV
ANIM 328 Animation Preproduction
ANIM 336 Visual Development for Computer Animation II
ANIM 420 Computer Animation V (6 credit hours)
ANIM 422 Computer Animation VI (6 credit hours)

III. Electives

Open Electives   (4 courses, 12 credit hours, 10%)

Four (4) Open Electives (recommended: INTE 301 Internship)

Computer Animation Curriculum Map

Computer Animation BFA   2021-22

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

Color Key	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 Credits