Digital Animation, B.F.A. College of the Arts 8 Semester Plan

Year 1 - Fall (15 credits)	Credits	Year 1 - Spring (15 credits)	Credits
ENGL 1101- Composition I [Core A1]	3	ENGL 1102- Composition II [Core A1]	3
General Education Core A2	3	General Education Core D1	3
ART 1100- 2-D Design & Color Theory	3	ART 1200- 3-D Design	3
ART 1150- Drawing I	3	ART 2150- Drawing II	3
ARH 2750- Ancient Through Medieval Art	3	ARH 2850- Renaissance Through Modern Art	3
TOTAL	15	TOTAL	15
Year 2 - Fall (14 credits)	Credits	Year 2 - Spring (15 credits)	Credits
ECON 1000- Contemporary Economic Issues [Core B1]	2	General Education Core B2	3
General Education Core C1	3	General Education Core C2	3
ART 2550- Computer Applications in Art	3	ART 3015- Electronic Illustration	3
ART 2990- Concepts, Creativity, & Studio Practice	3	ANIM 3600- Foundation Animation	3
ARH 3840- History of Illustration	3	Art History Elective (1 of 1)	3
TOTAL	14	TOTAL	15
Year 3 - Fall (16 credits)	Credits	Year 3 - Spring (15 credits)	Credits
Year 3 - Fall (16 credits) POLS 1101- American Government [Core E1]	Credits 3	Year 3 - Spring (15 credits) General Education Core E2	Credits 3
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POLS 1101- American Government [Core E1]	3	General Education Core E2	3
POLS 1101- American Government [Core E1] General Education Core D2 [Non-STEM]	3	General Education Core E2 General Education Core D2 [Non-STEM]	3
POLS 1101- American Government [Core E1] General Education Core D2 [Non-STEM] ART 3150- Figure Drawing	3 4 3	General Education Core E2 General Education Core D2 [Non-STEM] ANIM 3620- Storyboarding & Composition	3 3
POLS 1101- American Government [Core E1] General Education Core D2 [Non-STEM] ART 3150- Figure Drawing ART 3160- Painting I	3 4 3 3	General Education Core E2 General Education Core D2 [Non-STEM] ANIM 3620- Storyboarding & Composition ANIM 3630- Environments for Animation	3 3 3 3
POLS 1101- American Government [Core E1] General Education Core D2 [Non-STEM] ART 3150- Figure Drawing ART 3160- Painting I ART 4024- Motion Graphics	3 4 3 3	General Education Core E2 General Education Core D2 [Non-STEM] ANIM 3620- Storyboarding & Composition ANIM 3630- Environments for Animation ANIM 3640- Character Development	3 3 3 3
POLS 1101- American Government [Core E1] General Education Core D2 [Non-STEM] ART 3150- Figure Drawing ART 3160- Painting I ART 4024- Motion Graphics TOTAL:	3 4 3 3 3 16	General Education Core E2 General Education Core D2 [Non-STEM] ANIM 3620- Storyboarding & Composition ANIM 3630- Environments for Animation ANIM 3640- Character Development TOTAL:	3 3 3 3 3
POLS 1101- American Government [Core E1] General Education Core D2 [Non-STEM] ART 3150- Figure Drawing ART 3160- Painting I ART 4024- Motion Graphics TOTAL: Year 4 - Fall (15 credits)	3 4 3 3 3 16 Credits	General Education Core E2 General Education Core D2 [Non-STEM] ANIM 3620- Storyboarding & Composition ANIM 3630- Environments for Animation ANIM 3640- Character Development TOTAL: Year 4 - Spring (15 credits)	3 3 3 3 15 Credits
POLS 1101- American Government [Core E1] General Education Core D2 [Non-STEM] ART 3150- Figure Drawing ART 3160- Painting I ART 4024- Motion Graphics TOTAL: Year 4 - Fall (15 credits) General Education Core E3	3 4 3 3 16 Credits	General Education Core E2 General Education Core D2 [Non-STEM] ANIM 3620- Storyboarding & Composition ANIM 3630- Environments for Animation ANIM 3640- Character Development TOTAL: Year 4 - Spring (15 credits) Animation Studio Elective (3 of 5)	3 3 3 3 15 Credits
POLS 1101- American Government [Core E1] General Education Core D2 [Non-STEM] ART 3150- Figure Drawing ART 3160- Painting I ART 4024- Motion Graphics TOTAL: Year 4 - Fall (15 credits) General Education Core E3 Animation Studio Elective (1 of 5)	3 4 3 3 16 Credits 3	General Education Core E2 General Education Core D2 [Non-STEM] ANIM 3620- Storyboarding & Composition ANIM 3630- Environments for Animation ANIM 3640- Character Development TOTAL: Year 4 - Spring (15 credits) Animation Studio Elective (3 of 5) ANIM 3660- Digital Animation Production II	3 3 3 3 15 Credits 3
POLS 1101- American Government [Core E1] General Education Core D2 [Non-STEM] ART 3150- Figure Drawing ART 3160- Painting I ART 4024- Motion Graphics TOTAL: Year 4 - Fall (15 credits) General Education Core E3 Animation Studio Elective (1 of 5) ANIM 3650- Digital Animation Production I	3 4 3 3 16 Credits 3 3	General Education Core E2 General Education Core D2 [Non-STEM] ANIM 3620- Storyboarding & Composition ANIM 3630- Environments for Animation ANIM 3640- Character Development TOTAL: Year 4 - Spring (15 credits) Animation Studio Elective (3 of 5) ANIM 3660- Digital Animation Production II ANIM 4660- Senior Animation Reel	3 3 3 3 15 Credits 3 3

Program Total: 120 Credit Hours

*Recommended General Education Course †Milestone

This academic map is a suggested four-year schedule of courses based on degree requirements in the undergraduate catalog. This sample schedule serves as a general guideline to help build a full schedule each term. Missing milestones could delay your program. Also see the current undergraduate catalog for a complete list of requirements, electives, and pre-requisites. This map is not a substitute for academic advisement. Note: Requirements are continually under revision, and there is no guarantee they will not be changed or revoked; contact the department and/or program area for current information.