Undergraduate Program Name: BFA Digital Animation
Graduate Program Name: Master of Art in Art & Design (Digital Animation)

Pathway Description: Bachelor of Fine Arts in Digital Animation students pursuing a Double Owl with the Master of Art in Art & Design, Digital Animation Concentration, will be equipped with a deeper level of expertise and experience to pursue more advanced career opportunities than those afforded with a solitary BFA in Digital Animation. In addition to generating more advanced assets for a demo reel, the graduate credential supports career opportunities outside of industry.

Course Pairs:

Double Owl Scholars will NOT take 3 of the following Digital Animation, BFA courses:	In their place, Double Owl Scholars will take 3 of the following Art & Design, MAAD courses:
9 credits of **Animation Studio** (3 of the following):	3 of the following **6000-level ANIM coursework** (9 cr):
ANIM 4631:3D Animation Modeling I	ANIM 6100:Creative Problems in Digital Animation I
This course introduces the student to industry standard 3D computer graphic software. Practical application of the software will include creating environmental imagery, props, and characters.	Investigation of creative problems in digital animation with exploration leading to professional caliber resolutions. Problems can include multiple issues with storyboarding, character design, environmental design, and animation production.
ANIM 4632:3D Animation Modeling II	ANIM 6105:Creative Problems in Digital Animation II
This course continues the use of industry standard 3D computer graphic software. Practical application of the software will include creating environmental imagery, props, and characters. An intermediate level of application will focus on creating polished portfolio level work, achieved through the exploration of industry standard 3D elements in rendering and character animation.	Advanced investigation of creative problems in digital animation with exploration leading to professional caliber resolutions. This can be a sequential project based on work done in Creative Problems in Digital Animation I or an entirely new creative objective created in collaboration with instructor approval
ANIM 4633:3D Animation Modeling III	ANIM 6110:Research for Commercial Creatives
This course furthers the student's use of industry standard 3D computer graphic software. Practical application of the software will include creating advanced final exiting portfolio work. Advanced practice in industry standard 3D elements in rendering and character animation will be the focus of study.	This course fosters a greater understanding of the history and current trends in digital animation, sequential arts, illustration, acting, voice acting and other commercial art fields. The student's research work will require them to reach out to professionals in these fields for interviews and developing their networking skills. A focus on presenting material at conferences and/or to undergraduate classes will be emphasized.
ANIM 4651:Digital Animation Studio I	ANIM 6115:Emoting and Communication for Creatives
Students will pursue selected topics in animation of an advanced nature, which may include independent student research.	This class offers the study of acting, which furthers skills in emotional character and inanimate object animation. Voice acting will be studied in addition to physical acting, creating strong character acting skills. This will allow
ANIM 4652:Digital Animation Studio II	
Students will advance in selected topics in animation, which will include independent student research. The course will focus on pre-production and production of an animated short film to include character development,	

background and prop design, storyboarding, animatic creation, scriptwriting and storytelling.

ANIM 4653:Digital Animation Studio III
Students will continue to advance in selected topics in professional animation, which will include independent student research. A focus on production and post-production of an animated short film will be explored. Final output of a 2-5 minute animated short for portfolio and film festival entry may be achieved through individual and/or group collaborative work. Polishing individual works for portfolio creation will also be addressed. The course will be tailored to individual final exiting portfolio studies.

ART 4036:Concept Art I
This course examines the unique considerations involved in the creation of concept art. Character and environment design will be explored. Traditional and digital mediums will be considered.

ART 4037:Concept Art II
This course continues the exploration of concept art begun in Concept Art I through painting and drawing, source image collection, or moquette construction. Students will have the option to use traditional painting and drawing mediums as well as contemporary digital painting and drawing software.

ART 4256:Advanced Figure I
Detailed study of the human figure as a subject in art, including drawing and painting from the live model. Portraiture will be considered in addition to the structure and design potential of the figure.

ART 4257:Advanced Figure II
Detailed study of the human figure as a subject in art, including drawing and painting from the live model. Portraiture will be considered in addition to the structure and design potential of the figure. Expectations exceed levels of ART 4256 Advanced Figure I.

ART 4258:Advanced Figure III
In this course, expectations exceed levels of ART 4257 Advanced Figure II. The focus is detailed study of the human figure as a subject in art, including drawing and painting from the live model. Portraiture will be considered in addition to the structure and design potential of the figure. Various drawing mediums will be used including charcoal and pastel. Various

students to apply their knowledge to a variety of creative industry work including feature films, television, stop motion films, independent film productions, video game productions and with commercial advertising agencies.

ANIM 6120:Ideation and Iteration for Creatives
This course addresses the development of visual literacy including concepting, initial approaches of creating an encompassing aesthetic, creating timelines for production, and exploring the refining aspects of creative production. Students will devise an advanced creative problem and provide a documented account of their creative journey to present as a process journal at the end of the course.

painting mediums will include oil, acrylic and watercolor.

ART 3398:Art Internship
A supervised, credit-earning work experience of one academic semester with a previously approved business firm, private agency or government agency.

Year 1 - Fall (15 credits)	Credits	Year 1 - Spring (15 credits)	Credits
ART 1100 (2D Design & Color Theory)	3	ART 2150 (Drawing II)	3
ART 1150 (Drawing 1)	3	ART 2550 (Computer Applications)	3
A1: ENGL 1101	3	A1: ENGL 1102	3
A2: MATH 1101 or higher	3	D1: STAT 1401 or higher	3
C2: Arts and Culture	3	B2: Cultural Perspectives	3
TOTAL SEMESTER CREDITS	**15**	**TOTAL SEMESTER CREDITS**	**15**
Year 2 - Fall (15 credits)	**Credits**	**Year 2 - Spring (15 credits)**	**Credits**
ART 1200 (3D Design)	3	ANIM 3620 (Storyboarding and Composition)	3
ART 2990 (Concept, Creativity, and Studio Practice)	3	ART 3160 ART 3160 (Painting I)	3
ANIM 3600 (Foundation Animation)	3	ART 3150 (Figure Drawing)	3
ARH 2750 (Ancient through Medieval Art)	3	ARH 2850 (Renaissance through Modern Art)	3
E2: U.S. History	3	C1: Literature of the World	3
TOTAL SEMESTER CREDITS	**15**	**TOTAL SEMESTER CREDITS**	**15**
Year 3 - Fall (15 credits)	**Credits**	**Year 3 - Spring (15 credits)**	**Credits**
ANIM 3630 (Environments for Animation)	3	ANIM 3650 (Digital Animation Production I)	3
ANIM 3640 (Character Development)	3	ART 4024 (Motion Graphics)	3
ART 3015 (Electronic Illustration)	3	Animation Studio	3
B1: ECON 1000	2	D2: Science II	3

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D2: Science I	4	E1: POLS 1101	3
TOTAL SEMESTER CREDITS	**15**	**TOTAL SEMESTER CREDITS**	**15**

<div align="center">Apply to Double Owl Program</div>

Year 4 - Fall (15 credits)	Credits	Year 4 - Spring (15 credits)	Credits
ANIM 3660 (Digital Animation Production II)	3	ANIM 4660 (Senior Animation Reel)	3
Animation Studio	3	E4: Social Science	3
6000-ANIM [i.e. ANIM 6100: Creative Problems in Digital Animation I]	3	ARH Upper Level Elective	3
ARH 3840 (History of Illustration)	3	6000-ANIM [i.e. ANIM 6105: Creative Problems in Digital Animation II]	3
E3: World History	3	6000-ANIM [i.e. ANIM 6115: Emoting and Communication for Creatives]	3
TOTAL SEMESTER CREDITS	**15**	**TOTAL SEMESTER CREDITS**	**15**

<div align="center">Apply to Graduate Program</div>

Year 5 - Fall (credits)	Credits	Year 5 - Spring (credits)	Credits
ART 6010: Context, Culture and Contemporary Practices	3	ART 6030: Technologies, Innovation and Design Thinking	3
ART 6020: Methods, Theory and Criticism	3	ART 7050: Project: Systematic Inquiry, or ART 7000: Thesis: Systematic Inquiry	3
ANIM 6110: Research for Commercial Creatives	3		
TOTAL SEMESTER CREDITS	**9**	**TOTAL SEMESTER CREDITS**	**6**
Year 5 - Summer (credits)	Credits		
ANIM 6120: Ideation and Iteration for Creatives	3		
ART 7150: Project: Research & Final, or ART 7100: Thesis: Research & Final	3		
TOTAL SEMESTER CREDITS	**6**		

PATHWAY TOTAL: 141