

» BACHELOR OF ARTS

DIGITAL ART & ANIMATION

Degree Structure - 3D Animation

Program Core		
Course Code	Course Name	Credit Hours
ART100	2D Design 1	3
ART105	Color Theory	3
DAA106	Digital Imaging Concepts	3
ART110	Sketching	3
ART115	Figure Drawing 1	3
ART212	Perspective and Rendering	3
DAA240	Introduction to 3D Modeling	3
DAA244	Introduction to 3D Animation Principles	3
CS100	Introduction to Scripting: Python	3
DAA480	Portfolio 1	3
DAA476 or DAA483	Animated Film Production or MediaWorks	3
DAA474 or DAA476 or DAA477 or DAA483 or DAA485	Animated Film Pre-Production or Animated Film Production or Animated Film Post-Production or MediaWorks or Portfolio 2	3
Total Credits		36

3D Animation Concentration		
Course Code	Course Name	Credit Hours
DAA200	Acting	3
DAA221	Motion Graphics and Editing	3
DAA264	Drawing Animation 1	3
DAA265 or DAA312	2D Animation 1 or Animal Drawing and Motion	3
DAA267	Character Rigging	3
DAA310	Storyboarding	3
DAA321	Quadruped Animation	3
DAA360	3D Animation 1	3
DAA365	3D Animation 2	3
DAA465	3D Animation 3	3
DAA425	Advanced Motion Graphics	3
GAM360	Game Animation	3
Total Credits		36

Arts & Sciences (GE)		
Course Code	Course Name	Credit Hours
HUM100	Disruptive Imagination	3
ENG100	English Composition	3
ENG250	Speech and Oral Communication	3
ENG105	Critical Reading, Thinking and Writing	3
HUM400	Research and Writing Capstone Project	3
MATH112	College Algebra	3
	Science 1	3
	Science 2	3
	Arts 1	3
	Letters 1	3
	Written Communications 2	3
	Social Science Area 1	3
	Social Science Area 2	3
	Social Science Area 3	3
Total Credits		45

Program Core	36
USV Core & GE	45
Concentration Courses	36
Elective Courses	6
Total Credits	123

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