

# » BACHELOR OF ARTS

## DIGITAL ART & ANIMATION

### Degree Structure - 3D Modeling

#### 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
<b>Total Credits</b>		<b>36</b>

#### 3D Modeling Concentration

Course Code	Course Name	Credit Hours
ART230	Introduction to Sculpture	3
DAA250	Digital Sculpture	3
DAA267	Character Rigging	3
DAA245	Texturing	3
DAA248	Lighting and Layout 1	3
DAA340	Modeling 1	3
DAA345	Modeling 2	3
DAA370	Concept Design	3
DAA440	Modeling 3	3
DAA326 or DAA442	Advanced Texturing or Advanced Lighting and Layout	3
GAM250	Game 3D Asset Creation	3
GAM370	Environment Art	3
<b>Total Credits</b>		<b>36</b>

#### General Education

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
	Math 1	3
	Science 1	3
	Science 2	3
	Arts 1	3
	Letters 1	3
	Written Comm 2	3
	Social Science Area 1	3
	Social Science Area 2	3
	Social Science Area 3	3
<b>Total Credits</b>		<b>45</b>

Program Core	36
USV Core & GE	45
Concentration Courses	36
Elective Courses	6
<b>Total Credits</b>	<b>123</b>