

# » BACHELOR OF ARTS

## DIGITAL ART & ANIMATION

### Degree Structure - Technical Art

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>

Technical Art Concentration		
Course Code	Course Name	Credit Hours
DAA245	Texturing	3
DAA248	Lighting and Layout	3
DAA326	Advanced Texturing	3
DAA267	Character Rigging	3
DAA340	Modeling 1	3
DAA325 or DAA442	Advanced Character Rigging or Advanced Lighting and Layout	3
DAA358	Dynamics	3
DAA400	Compositing and Special Effects	3
CS189	Object-Oriented Programming with Python	3
SWE449	Tools Programming	3
MATH215	Mathematics for Computer Graphics	3
GAM430	Real-Time Visual Effects	3
<b>Total Credits</b>		<b>36</b>

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
<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>