



Degree: BFA | 3D Animation & Game Design
School of Media & Design

Freshman Year: Fall		Hrs.
ANGD 1101 Orientation to Animation and Game Design	1	
ANGD 1301 Introduction to Animation and Game Design	3	
ANGD 1311 Set & Level Design	3	
ARTS 1301 Drawing I	3	
ENGL 1311 Composition I	3	
MATH1304 College Algebra	3	
Total hours	16	
Sophomore Year: Fall		
ANGD 4100 Animation Industry Seminar	1	
ANGD 2321 Rigging	3	
ANGD 2331 Principles of Animation	3	
ANGD 2341 Period Styles	3	
ENGL 2310 World Literature Studies	3	
DWHP 1200 Dimensions of Wellness	2	
Total hours	15	
Junior Year: Fall		
Track 4299 I & II	3	
ANGD 4100 Animation Industry Seminar	1	
ANGD 3315 Visual Narrative Conventions	3	
ANGD 3360 Programming for Games or ANGD 3325 Figure Drawing for Animators	3	
ARTS 2361 Sculpture I	3	
Total hours	13	
Senior Year: Fall		
ANGD 4440 Senior Thesis Production I	4	
ANGD 4100 Animation Industry Seminar	1	
ANGD 4303 Co-op Internship or ANGD 4301 Advanced Projects Practicum	3	
RELS 4399 Sacred Spaces or PHIL 3375 Aesthetics	3	
CHIN 1311 Chinese I or Other LANG I	3	
Total hours	14	

Freshman Year: Spring		Hrs.
ANGD 1302 Digital Imaging and Texture Painting	3	
ANGD 1380 Anatomy for the Animator	3	
ANGD 3325 Figure Drawing for Animators	3	
ANGD 1321 Character Modeling	3	
ENGL 1312 Composition II	3	
Total hours	15	
Sophomore Year: Spring		
ANGD 2222 Advanced Character Creation & Rigging	2	
ANGD 2232 Advanced Character Animation	2	
ANGD 2311 Advanced Set & Level Design	3	
ANGD 4100 Animation Industry Seminar	1	
ANGD 2330 History of Animation	3	
PHIL 1381 Introduction to Philosophy	3	
PSYC 1301 Introduction to Psychology	3	
Total hours	17	
Junior Year: Spring		
Track 4299 III & IV	3	
ANGD 4100 Animation Industry Seminar	1	
ANGD 4140 Senior Thesis Workshop	1	
HIST 1311 World History I	3	
BIOL/PHYS 1401	4	
RELS 2345 World Religions or RELS 1340, 2320, 2350, 1355, 1360, 1375, 3300, 3322	3	
Total hours	15	
Senior Year: Spring		
ANGD 4450 Senior Thesis Production II	4	
ANGD 4305 Senior Portfolio	3	
ANGD 4100 Animation Industry Seminar	1	
ANGD 4341 Business of Animation and Game Design	3	
CHIN 1312 Chinese II or Other LANG II	3	
PEHP	1	
Total hours	15	

Core Curriculum - Total Hours 43
Major - Total Hours 77
Degree - Total Hours 120



Degree: BFA | 3D Animation & Game Design
School of Media & Design

	MW	TR	F
7:30			
8:45			
9:00			
10:15			
10:30			
11:45			
12:00			
1:15			
1:30			
2:45			
3:00			
4:15			
4:30			
5:45			
6:00			
7:15			
7:30			
8:45			



Degree: BFA | 3D Animation & Game Design
School of Media & Design