



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

<b>Freshman Year: Fall</b>		<b>Hrs.</b>
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
<b>Total hours</b>		<b>16</b>
<b>Sophomore Year: Fall</b>		
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
<b>Total hours</b>		<b>15</b>
<b>Junior Year: Fall</b>		
Track 4299 I & II		3
ANGD 4100 Animation Industry Seminar		1
ANGD 3315 Visual Narrative Conventions		3
ANGD 3360 Programming for Games <b>or</b> ANGD 3325 Figure Drawing for Animators		3
ARTS 2361 Sculpture I		3
<b>Total hours</b>		<b>13</b>
<b>Senior Year: Fall</b>		
ANGD 4440 Senior Thesis Production I		4
ANGD 4100 Animation Industry Seminar		1
ANGD 4303 Co-op Internship <b>or</b> ANGD 4301 Advanced Projects Practicum		3
RELS 4399 Sacred Spaces <b>or</b> PHIL 3375 Aesthetics		3
CHIN 1311 Chinese I <b>or</b> Other LANG I		3
<b>Total hours</b>		<b>14</b>

<b>Freshman Year: Spring</b>		<b>Hrs.</b>
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
<b>Total hours</b>		<b>15</b>
<b>Sophomore Year: Spring</b>		
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
<b>Total hours</b>		<b>17</b>
<b>Junior Year: Spring</b>		
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 <b>or</b> RELS 1340, 2320, 2350, 1355, 1360, 1375, 3300, 3322		3
<b>Total hours</b>		<b>15</b>
<b>Senior Year: Spring</b>		
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 <b>or</b> Other LANG II		3
PEHP		1
<b>Total hours</b>		<b>15</b>

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



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7:30			
8:45			
9:00			
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11:45			
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7:30			
8:45			



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