



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

Animation Concentration			
Freshman Year: Fall		Hrs.	
ANGD 1101 Orientation to ANGD		1	
ANGD 1312 Hard Surface Modeling or ANGD 1314 Organic Modeling		3	
ANGD 1315 Principles of Animation or ANGD 1313 Game Engines		3	
ARTS 1301 Drawing I		3	
ENGL 1311 Composition I		3	
Total hours		13	
Sophomore Year: Fall			
ANGD 4100 Animation Industry Seminar		1	
ANGD 1380 Anatomy for Animators		3	
ANGD 2340 Animation I: Adv Body Mechanics		3	
THAR 2324 Stage Movement		3	
PSYC 1301 Introduction to Psychology		3	
ENGL 2310 World Literature Studies		3	
Total hours		16	
Junior Year: Fall			
ANGD 4100 Animation Industry Seminar		1	
ANGD 3315 Visual Narrative Conventions		3	
ANGD 2330 History of Animation		3	
ANGD 3341 Animation III: Adv Pantomime Acting		3	
ANGD 3343 Motion Capture for Animators		3	
RELS 2345 World Religions or 1305,1315,1325,1335		3	
Total hours		16	
Senior Year: Fall			
ANGD 4100 Animation Industry Seminar		1	
ANGD 4440 Senior Thesis Production I		4	
ANGD 4305 Senior Portfolio		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 1102 Elements of Design Seminar		1	
ANGD 1312 Hard Surface Modeling or ANGD 1314 Organic Modeling		3	
ANGD 1315 Principles of Animation or ANGD 1313 Game Engines		3	
ENGL 1312 Composition II		3	
MATH 1304, 1306, or 1308		3	
DWHP 1200 Dimensions of Wellness		2	
Total hours		15	
Sophomore Year: Spring			
ANGD 4100 Animation Industry Seminar		1	
ANGD 2342 Animation II: Animation for Games		3	
ANGD 3325 Figure Drawing		3	
ANGD 2321 Rigging		3	
THAR 2330 Performance for Animators		3	
PHIL 1381 Introduction to Philosophy		3	
Total hours		16	
Junior Year: Spring			
ANGD 4100 Animation Industry Seminar		1	
ANGD 3330 History of Games		3	
ANGD 4140 Senior Thesis Workshop		1	
ANGD 3342 Animation IV: Performance Animation		3	
ANGD 3344 Previsualization & Storytelling		3	
BIOL/PHYS 1401		4	
Total hours		15	
Senior Year: Spring			
ANGD 4100 Animation Industry Seminar		1	
ANGD 4450 Senior Thesis Production II		4	
ANGD 4341 Business of Animation and Game Design		3	
HIST 1311 World History I		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	



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Modeling Concentration			
Freshman Year: Fall		Hrs.	
ANGD 1101 Orientation to ANGD	1		
ANGD 1312 Hard Surface Modeling or ANGD 1314 Organic Modeling	3		
ANGD 1315 Principles of Animation or ANGD 1313 Game Engines	3		
ARTS 1301 Drawing I	3		
ENGL 1311 Composition I	3		
Total hours	13		
Sophomore Year: Fall			
ANGD 4100 Animation Industry Seminar	1		
ANGD 1380 Anatomy for Animators	3		
ANGD 2333 Environment Production I	3		
ANGD 2321 Rigging	3		
ANGD 3325 Figure Drawing	3		
RELS 2345 World Religions or 1305,1315,1325,1335	3		
Total hours	16		
Junior Year: Fall			
ANGD 4100 Animation Industry Seminar	1		
ANGD 3315 Visual Narrative Conventions	3		
ANGD 2330 History of Animation	3		
ANGD 3331 Environment Production III	3		
ANGD 3361 Character Modeling II	3		
PHIL 1381 Introduction to Philosophy	3		
Total hours	16		
Senior Year: Fall			
ANGD 4100 Animation Industry Seminar	1		
ANGD 4440 Senior Thesis Production I	4		
ANGD 4305 Senior Portfolio	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 1102 Elements of Design Seminar	1		
ANGD 1312 Hard Surface Modeling or ANGD 1314 Organic Modeling	3		
ANGD 1315 Principles of Animation or ANGD 1313 Game Engines	3		
ENGL 1312 Composition II	3		
MATH 1304, 1306, or 1308	3		
DWHP 1200 Dimensions of Wellness	2		
Total hours	15		
Sophomore Year: Spring			
ANGD 4100 Animation Industry Seminar	1		
ANGD 2334 Environment Production II	3		
ANGD 2361 Character Modeling I	3		
ANGD 2341 Period Styles	3		
PSYC 1301 Introduction to Psychology	3		
ENGL 2310 World Literature Studies	3		
Total hours	16		
Junior Year: Spring			
ANGD 4100 Animation Industry Seminar	1		
ANGD 3330 History of Games	3		
ANGD 4140 Senior Thesis Workshop	1		
ANGD 3332 Environment Production IV or ANGD 3362 Character Modeling III	3		
ANGD 3360 Programming for Games	3		
BIOL/PHYS 1401	4		
Total hours	15		
Senior Year: Spring			
ANGD 4100 Animation Industry Seminar	1		
ANGD 4450 Senior Thesis Production II	4		
ANGD 4341 Business of Animation and Game Design	3		
HIST 1311 World History I	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	



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Generalist Concentration			
Freshman Year: Fall		Hrs.	
ANGD 1101 Orientation to ANGD	1		
ANGD 1312 Hard Surface Modeling or ANGD 1314 Organic Modeling	3		
ANGD 1315 Principles of Animation or ANGD 1313 Game Engines	3		
ARTS 1301 Drawing I	3		
ENGL 1311 Composition I	3		
Total hours	13		
Sophomore Year: Fall			
ANGD 4100 Animation Industry Seminar	1		
ANGD 1380 Anatomy for Animators	3		
ANGD 2333 Environment Production I	3		
ANGD 2321 Rigging	3		
ANGD 2340 Animation I: Adv Body Mechanics	3		
RELS 2345 World Religions or 1305,1315,1325,1335	3		
Total hours	16		
Junior Year: Fall			
ANGD 4100 Animation Industry Seminar	1		
ANGD 3315 Visual Narrative Conventions	3		
ANGD 2330 History of Animation	3		
ANGD 3343 Motion Capture for Animators	3		
ANGD 3361 Character Modeling II	3		
PHIL 1381 Introduction to Philosophy	3		
Total hours	16		
Senior Year: Fall			
ANGD 4100 Animation Industry Seminar	1		
ANGD 4440 Senior Thesis Production I	4		
HIST 1311 World History I	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 1102 Elements of Design Seminar	1		
ANGD 1312 Hard Surface Modeling or ANGD 1314 Organic Modeling	3		
ANGD 1315 Principles of Animation or ANGD 1313 Game Engines	3		
ENGL 1312 Composition II	3		
MATH 1304, 1306, or 1308	3		
DWHP 1200 Dimensions of Wellness	2		
Total hours	15		
Sophomore Year: Spring			
ANGD 4100 Animation Industry Seminar	1		
ANGD 2334 Environment Production II	3		
ANGD 2361 Character Modeling I	3		
ANGD 2342 Animation II: Animation for Games	3		
PSYC 1301 Introduction to Psychology	3		
ENGL 2310 World Literature Studies	3		
Total hours	16		
Junior Year: Spring			
ANGD 4100 Animation Industry Seminar	1		
ANGD 3330 History of Games	3		
ANGD 4140 Senior Thesis Workshop	1		
ANGD 3344 Previsualization & Storytelling	3		
ANGD 3360 Programming for Games	3		
BIOL/PHYS 1401	4		
Total hours	15		
Senior Year: Spring			
ANGD 4100 Animation Industry Seminar	1		
ANGD 4450 Senior Thesis Production II	4		
ANGD 4305 Senior Portfolio	3		
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	