



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

Modeling Concentration			
<b>Freshman Year: Fall</b>		<b>Hrs.</b>	
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		
<b>Total hours</b>	<b>13</b>		
<b>Sophomore Year: Fall</b>			
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		
<b>Total hours</b>	<b>16</b>		
<b>Junior Year: Fall</b>			
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		
ENGL 2310 World Literature Studies	3		
<b>Total hours</b>	<b>16</b>		
<b>Senior Year: Fall</b>			
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		
<b>Total hours</b>	<b>14</b>		
<b>Freshman Year: Spring</b>		<b>Hrs.</b>	
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		
<b>Total hours</b>	<b>15</b>		
<b>Sophomore Year: Spring</b>			
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		
PHIL 1381 Introduction to Philosophy	3		
<b>Total hours</b>	<b>16</b>		
<b>Junior Year: Spring</b>			
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		
CHEM 1308 & 1108 Science of Art or BIOL/PHYS 1401	4		
<b>Total hours</b>	<b>15</b>		
<b>Senior Year: Spring</b>			
ANGD 4100 Animation Industry Seminar	1		
ANGD 4450 Senior Thesis Production II	4		
ANGD 4340 Business of Animation and Game Design	3		
HIST 1311 World History I	3		
CHIN 1312 Chinese II or Other LANG II	3		
PEHP	1		
<b>Total hours</b>	<b>15</b>		
<b>Core Curriculum - Total Hours</b>		<b>43</b>	
<b>Major - Total Hours</b>		<b>77</b>	
<b>Degree - Total Hours</b>		<b>120</b>	