



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		
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 3341 Animation III: Adv Pantomime Acting	3		
ANGD 3343 Motion Capture for Animators	3		
ENGL 2310 World Literature Studies	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		
CHEM 1308 & 1108 Science of Art or BIOL/PHYS 1401	4		
Total hours	15		
Senior Year: Spring			
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		
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		
ENGL 2310 World Literature Studies	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		
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 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		
Total hours	15		
Senior Year: Spring			
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		
Total hours	15		
Core Curriculum - Total Hours		43	
Major - Total Hours		77	
Degree - Total Hours		120	



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Production Management 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 2353 Modeling & Texture Pipeline	3		
ANGD 2351 Production Management I	3		
COMM 1301 Introduction to Mass Comm	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 3351 Production Management III	3		
Elective	3		
ENGL 2310 World Literature Studies	3		
Total hours	16		
Senior Year: Fall			
ANGD 4100 Animation Industry Seminar	1		
ANGD 4305 Senior Portfolio	3		
COMM 4315 Media Ethics	3		
ANGD 4150 Sr Thesis Production Management I	1		
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 2355 Animation Pipeline	3		
ANGD 2352 Production Management II	3		
COMM 2320 Audio Production I	3		
COMM 1311 Public Speaking	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 3352 Production Management IV	3		
PSYC 1301 Introduction to Psychology	3		
CHEM 1308 & 1108 Science of Art or BIOL/PHYS 1401	4		
Total hours	15		
Senior Year: Spring			
ANGD 4100 Animation Industry Seminar	1		
ANGD 4340 Business of Animation and Game Design	3		
COMM 4332 Law and the Media	3		
ANGD 415 Sr Thesis Production Management II	1		
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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Programming 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 2371 Game Programming I	3		
MATH 1306 College Geometry	3		
PHYS 1301 General Physics I	3		
PHYS 1101 General Physics Laboratory I	1		
CIS 2330 Programming Languages I	3		
Total hours	14		
Junior Year: Fall			
ANGD 4100 Animation Industry Seminar	1		
ANGD 3315 Visual Narrative Conventions	3		
ANGD 2330 History of Animation	3		
ANGD 3371 Game Programming III	3		
MATH 2322 Linear Algebra	3		
ENGL 2310 World Literature Studies	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		
Programming Elective	3		
RELS 4399 Sacred Spaces or PHIL 3375 Aesthetics	3		
CHIN 1311 Chinese I or Other LANG I	3		
Total hours	17		
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 College Algebra	3		
DWHP 1200 Dimensions of Wellness	2		
Total hours	15		
Sophomore Year: Spring			
ANGD 4100 Animation Industry Seminar	1		
ANGD 2372 Game Programming II	3		
MATH 1311 Precalculus	3		
ANGD 2321 Rigging	3		
CIS 3330 Programming Languages II	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 3372 Game Programming IV	3		
RELS 2345 World Religions or 1305,1315,1325,1335	3		
PSYC 1301 Introduction to Psychology	3		
Total hours	14		
Senior Year: Spring			
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		
Total hours	15		
Core Curriculum - Total Hours		43	
Major - Total Hours		77	
Degree - Total Hours		120	