Specialization: Animation

Art, B.A. (42 Credit Major)

Foundation Courses (15 credits, *=Required)

*ART 100 Basic Drawing (3 credits)

*ART 101 Introduction to Two-Dimensional Design (3 credits)

*ART 102 Introduction to Three-Dimensional Design (3 credits)

*ART 112 Introduction to Digital Imaging (3 credits)

*ARH 167 Tradition and Innovation in the Art of the West (3 credits)

General Art History Courses (6 credits, *=Required)

(ARH 167 cannot be counted here) *Any 100 or 300 level Art History (ARH) Course (3 credits) *Any 300 level Art History (ARH) Course (3 credits)

General Studio Courses/Electives (9 credits total) Recommended:

ART 106 Introduction to Sculpture (3 credits) ART 108 Intro to Photo (3 credits) ART 200 Intermediate Drawing (3 credits, prereq: ART 100) ART 201 Life Drawing (3 credits, prereq: ART 100) ART 208 Photography (3 credits, prereq: ART 108) ART 313 The Artist's Multiple (3 credits, prereq: one 200 level ART course) ART 321 Computer Modeling and Design I (3 credits, prereq: ART 112) ART 421 Computer Animation I (3 credits, prereq: ART/CGI 321) ART 422 Computer Animation II (3 credits, prereq: ART/CGI 421)

Also Recommended:

ART 103 Intro to Printmaking (3 credits) ART 105 Intro to Painting (3 credits) ART 107 Introduction to Ceramics (3 credits) ART 487 Professional Experience in the Fine Arts (3 credits, permission required)

Art Specialization (12 credits)

Recommended (200 level or higher animation courses):
ART 222 Introduction to Animation (3 credits, pre/coreq: ART 112 or the completion of any 100-level ART course)
ART 223 Drawing for Animation (3 credits, prereq: ART 100)
ART 323 Advanced Drawing for Animation (3 credits, prereq: ART 223)
ART 336 Advanced Stop Motion Animation (3 credits, prereq: ART 222)

***ART 325 Digital Multimedia (3 credits, prereq: ART 112) This is usually taught as a 2D digital animation class, and can be taken in place of ART 323 or ART 336.