

PROGRAM REQUIREMENT WORKSHEET
BACHELOR OF MEDIA ARTS: 3D COMPUTER ANIMATION MAJOR, 120 CREDITS

Students beginning second year in 2023

- Currently enrolled students should consult their Program Evaluation through myEC for the most up-to-date information.
- Course Load: Maximum of 12 credits of studio courses per semester. Maximum of 18 credits overall per semester.
- If a course is indicated in a specific semester it may not be offered in another semester. i.e. MHIS 205 is only offered in Fall, MHIS 206 is only offered in Spring.
- Courses are either 3 or 6 credits as indicated by the bracketed number after the course.

FOUNDATION – 30 CREDITS	
FALL – 15 CREDITS	SPRING – 15 CREDITS
HUMN 100 Academic Core I (6) FNDT 108 Creative Processes (3) FNDT 165 Core Interdisciplinary Studio (6)	HUMN 101 Academic Core II (6) Foundation Studio Elective (3) Choose one of: FNDT 160 Core Media Studio I (6) FNDT 161 Core Design Studio I (6) FNDT 164 Core Visual Arts Studio I (6)
Foundation deficiencies must be made up by the beginning of Year 3	
SECOND YEAR – 30 CREDITS	
FALL – 15 CREDITS	SPRING – 15 CREDITS
3DAN 200 3D Computer Animation II (3) 3DAN 203 Introduction to 3D Character Animation (3) 3DAN 205 Lighting and Rendering (3) MHIS 205 Film + Media Aesthetics (3) Critical Studies Elective 200 level (3)	3DAN 207 3D Character Creation (3) 3DAN 217 Advanced Character Modeling + Texture (3) 3DAN 213 Intermediate 3D Character Animation (3) MHIS 206 Film + Media Culture (3) Open Elective 200 level (3)
THIRD YEAR – 30 CREDITS	
FALL – 15 CREDITS	SPRING – 15 CREDITS
3DAN 300 Pre-production for 3D Computer Animation (3) 3DAN 305 Look Development for 3D Computer Animation (3) MHIS 327 Studies in Animation History (3) Choose 6 credits from: Open Studio Elective 200/300 level (6)* or Critical Studies Elective from 200/300 level (6)	3DAN 310 Intermediate 3D Computer Animation Production (6) Critical Studies Elective 300/400 level (3) Choose 6 credits from: Open Studio Elective 200/300 level (6)* or Critical Studies Elective from 200/300 level (6)
FOURTH YEAR – 30 CREDITS	
FALL – 15 CREDITS	SPRING – 15 CREDITS
3DAN 400 Senior 3D Computer Animation Production I (6) Open Studio Elective 300/400 level (3) SOCS 411 Professional Practices (3) Choose 3 credits from: Open Studio Elective 200/300/400 level (3)* or Critical Studies Elective 300/400 level (3)	3DAN 410 Senior 3D Computer Animation Production II (6) 3DAN 415 Lighting and Rendering Projects (3) Open Studio Elective 300/400 level (3) Critical Studies Elective 300/400 level (3)

*Students may take Co-op or Internship in years 3 and 4, to a maximum of 9 credits.

Critical Studies subject areas include: AHIS, DHIS, DSCS, ENGL, HUMN, MHIS, SCIE, SOCS

Studio subject areas include: 2DAN, 3DAN, ANIM, CCID, CGIA, COMD, CRAM, DESN, DRWG, DSDE, DSMA, DSVA, FMSA, FNDT, FRMS, ILUS, INDD, INTD, MDIA, NMSA, PNTG, PHOT, PRAX, PRNT, SCLP, SOUN, VAST, WRTG