ANIMATION, BFA, STORYTELLING AND CONCEPT DEVELOPMENT

Code	Title	Hours	
Foundation Studies			
FOUN 110	Design Thinking and Process	5	
FOUN 111	Sketching and Drawing	5	
FOUN 112	Color in Context	5	
FOUN 113	Creative Collaboration Lab	5	
FOUN 220	Drawing: Light and Shadow	5	
Select one of the	e following:	5	
FOUN 230	Figure Drawing: Gesture and Movement		
FOUN 250	Storyboarding		
FOUN 251	Time Based Design: Story, Sound, and Movement		
FOUN 260	Inventing Environments		
General Education			
COMM 105	Speaking of Ideas	5	
BUSI 110	Business I: Fundamentals	5	
CTXT 121	Visual Culture in Context: Pre-Modern Global Perspectives	5	
CTXT 122	Visual Culture in Context: Making Modernities	5	
ENGL 123	Ideas to Ink: Critical Concepts in Academic Writing		
DIGI 130	Digital Communication	5	
ENGL 142	Foundations of Story	5	
Select one of the	e followina:	5	
CINE 205	Reading Films		
CINE 275	History of Cinema		
ARLH or ART	•		
General Education	on Elective	5	
Mathematics/Natural Sciences Elective		5	
Major Curriculum			
ANIM 190	Survey of Animation: Professional Pathways	5	
ANIM 223	Historical Adventures in Cinematic Animation	5	
ANIM 390	Animation Business and Professional Practices	5	
Select one of the	e following:	5	
ANIM 395	Collaborative Experiences in Animation		
SANM 560	Collaborative Experiences in the School of Animation and Motion		
ANIM 408	Animated Capstone Film: Preproduction	5	
ANIM 448	Animated Capstone Film: Production	5	
ANIM 488	Animated Capstone Film: Postproduction	5	
Select one of the	·	5	
ANIM 479	Undergraduate Internship		
500-level SCA	ADpro Elective		
Business-Focused Elective			
ANIM, ARVR, DWRI, FILM, GAME, ILLU, ITGM, MOME, SANM, SEQA, SNDS, STEC, or VFX Elective			
Storytelling and Concept Development			
ANIM 275	Core Principles of Animated Storytelling and Concept Development	5	

Total Hours		180
Free Elective		5
Additional Elect	ives	
ANIM 385	Story and Concept: Concept Development for Animation	5
ANIM 365	Story and Concept: Seeding the Narrative	5
ANIM 345	Story and Concept: Storyboarding and Staging	5
ANIM 335	Story and Concept: Animation Character and Creature Design	5
ANIM 325	Story and Concept: Visual Design and World Building	5
ANIM 315	Story and Concept: Narrative Principles for Animation	5