

STUDENT NAME _____

USERNAME _____

ADVISOR _____

GEP Requirements 35 – 39 CREDITS

	Course #	Credits/Grade
Eng100 or Equiv. - 3 Credits	_____	_____

total 120 credits to graduate

Fine Arts/Humanities "AH" - 3 Credits - in a discipline other than ART

(Art 215 & Art 216 automatically added)

Social Sciences "SS"

9 Credits Discipline 1: _____

 Discipline 2: _____

(must come from at least two disciplines)

Math/Statistics "M" - 3 Credits

Biological/Physical Science "S"

6 Credits

one class must have a lab component

Language "L" - 0– 4 Credits

requires proficiency through 201 level

see catalog for details

Culture "C" - 6 Credits

(Art 216 counts as either AH/C)

General Electives 27 – 34 CREDITS

Course Name	Course #	Credits/Grade
1 _____	_____	_____
2 _____	_____	_____
3 _____	_____	_____
4 _____	_____	_____
5 _____	_____	_____
6 _____	_____	_____
7 _____	_____	_____

NOTES

Visual Arts Core (24-27 CREDITS)

Visual Arts Core (21-24)	Course #	Credits/Grade
VC 1: Two Dimensions	ART 210	_____
VC 2: Camera Vision	ART 211	_____
VC 3: 3D Form, Space & Interaction	ART 212	_____
VC 4: Time-Based Media	ART 213	_____
Drawing 1	ART 214	_____
Intro to Art & Media Studies	ART 215	_____
Studies in Visual Culture	ART 216	_____

(OR ART 220 & ART 221)

PLUS ONE of the following: (3 CREDITS) _____

ART 318, 319, 321, 323, 328, 329, 349, 424, 425, 427, 428, 429

(ART 329/429 are repeatable if topic varies)

Animation Concentration 27 CREDITS

Animation Courses (24 CREDITS)	Course #	Credits/Grade
Intro to Animation	ART 341	_____
History of Animation	ART 343	_____
Writing for Media Arts		
OR Sound Design	ART 347/383	_____
Intro to 3D Animation	ART 384	_____
Animation in the Physical World	ART 387	_____
Motion Graphics & Compositing	ART 447	_____
Real-Time Animation	ART 486	_____
Senior Projects	ART 489	_____

PLUS Select ONE Animation Elective: (3 credits)

ART 305 - Introduction to Cinematic Arts

ART 314 - Drawing II

ART 380 - History and Theory of Games

ART 389 - Topics in Animation and Interactive Media

ART 460 - Installation Art

ART 484 - Advanced 3D Animation

ART 485 - Team-based Game Development

ART 487 - Pre-production for Animation Senior Projects

ART 488: Advanced Topics in Animation

ART 494: Internships (1-6 credits) _____

ART 496: IRC Internship (3 credits) _____

Course Name	Course #	Credits/Grade
8 _____	_____	_____
9 _____	_____	_____
10 _____	_____	_____
11 _____	_____	_____
12 _____	_____	_____
13 _____	_____	_____
14 _____	_____	_____

ADDITIONAL GRADUATION REQUIREMENTS

- completion of one course with the writing intensive "WI" designation

- 120 credits total credits
- 150 for double degree

- 45 upper-level (300/400) credits

- a minimum cumulative GPA of 2.0

- GEPs must be passed with a "C" or better

- Visual Arts major courses must be passed with a "C" or better