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 9 – 16 CREDITS

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

NOTES

_____

_____

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

Visual Arts Core (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	_____

PLUS TWO of the following: _____
ART 318, 319, 321, 323, 328, 329,
349, 424, 425, 427, 428, 429   _____
(ART 329/429 are repeatable if topic varies)

Animation Concentration 30 CREDITS

	Course #	Credits/Grade
Intro to Animation	ART 341	_____
History of Animation	ART 343	_____
Writing for Media Arts	ART 347	_____
Sound Design	ART 383	_____
Intro to 3D Animation	ART 384	_____
Animation in the Physical World	ART 387	_____
Motion Graphics & Compositing	ART 447	_____
Real-Time Animation	ART 486	_____
Advanced Topics In Animation	ART 488	_____
Senior Projects	ART 489	_____

PLUS Select THREE Animation Elective: (9 credits)
ART 305 - Intro to Cinemative 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   _____

(3 credits in addition to required/non-elective ART 488)
ART 494: Internships (1-6 credits)   _____
ART 496: IRC Internship (3 credits)   _____

PLUS Select TWO upper level Art Electives: (6 credits)

_____

_____