

BFA in Animation

2019–2020 Bulletin

General Education Requirements (45–48 hours)

These courses are required of all students at Central Michigan University. See the Bulletin for lists of courses that meet these requirements.

Competency Requirements (18–21 hrs)

Writing

- Freshman Composition
- Intermediate Composition ENG 201
- Writing Intensive (12 Hours)

Mathematics and Quantitative Reasoning

- Mathematics
- Quantitative Reasoning

Oral English

- Oral English

University Program Requirements (27 hrs)

Group I: Humanities

- Human Events & Ideas (Group I A)
- The Arts (Group I B)

Group III: Social Sciences

- Behavioral Sciences (Group III A)
- Studies in Social Structures (Group III B)

UP Elective

- One course from any UP subgroup

Group II: Natural Sciences

- Descriptive Sciences (Group II A)
- Mathematical & Quantitative (Group II B)
- Group II Lab Requirement

Group IV: Global Cultures & Diversity

- Studies in Global Cultures (Group IV B)
- Studies in Racism & Diversity in U.S. (Group IV C)

BFA in Animation Requirements (78 hours)

These courses are required of all students seeking a Bachelor of Fine Arts degree in art with a concentration in Animation. Acceptance into the B.F.A. in Animation program is contingent on a portfolio review. A student may apply for acceptance when they have completed or are currently enrolled in ART 106, 125, 207; and one of the following courses: ART 220, 222, 224.

Core I: Art Foundations (12 hrs)

- ART 106 Intro. to Drawing
- ART 117 Intro to Cont. Issues in Art
- ART 096 Art Participation x4
- ART 119 Design Foundations
- ART 125 Digital Design
- Must attend two Art events a semester

Cores II & IV: Art History (18 hrs)

- ART 283 Intro. to Western Art I
- Art 384 History of Animation
- Art History Elective (300 level or higher)
- ART 285 Intro. to Western Art II
- Art History Elective (300 level or higher)
- Art History Elective (300 level or higher)

Core III: Studio Art Courses (12 hrs)

- ART 207 Intro to Animation
- Intro to Studio Art Course 1
- Intro to Studio Art Course 2
- Studio Art Course

After Art 207 Intro. to Animation, choose 2 from the following courses and one upper level Studio Art Course:

ART 214 Intro. to Ceramics, ART 217 Intro. to Figure Drawing, ART 231 Intro. to Graphic Design, ART 233 Intro. to Painting, ART 241 Intro. to Photography ART 251 Intro. to Printmaking, ART 261 Intro. to Sculpture

Animation Required Courses I (6 hrs)

- ART 222 2D Digital Animation
- ART 308 Storyboarding for Digital Media*

Animation Electives (15 hrs)

- ART 220 Animation Drawing I
- ART 323 Digital Sculpting for Animation
- ART 328 Stop Motion Animation*
- ART 224 3D Computer Animation I: Foundations
- ART 324 3D Computer Animation II: Characters*
- ART 407 Character Performance for Animators*
- ART 309 Concept Development*
- ART 325 3D Computer Animation III: Environments*
- ART 408 Independent Animation Studio*
- ART 320 Animation Drawing II
- ART 327 Alternative Animation Strategies*
- ART 409 Advanced Production Studio*

Animation Required Courses II/Capstone (15 hrs)

- ART 377 Animation Mid-Tier Review
- ART 422 Animation Studio II: Short Form
- ART 520 Animation Sr. Project I*
- ART 420 Animation Studio I: Micro-Shorts
- ART 477 Anim Portfolio/Prof. Practices
- ART 522 Animation Sr. Project II*

Suggested Schedule for Required BFA Animation Courses

First Year

Fall Semester
ART 207

Spring Semester
ART 222

Second Year

Fall Semester
ART 308
ART 384

Spring Semester
ART 096
ART 377

Third Year

Fall Semester
ART 096
ART 420

Spring Semester
ART 096
ART 422

Fourth Year

Fall Semester
ART 096
ART 520

Spring Semester
ART 522
ART 477