

**2D ANIMATION, STORY AND DESIGN CLUSTER:**

**3D ANIMATION AND TECHNOLOGY CLUSTER:**

**CORE I FOUNDATIONS (12 Hours)**

- ART 096 - Art Event Attendance - 0
- ART 106 - Intro to Drawing 3
- ART 117 - Contemporary Issues in Art 3
- ART 119 - Design Foundations 3
- ART 125 - Digital Design 3

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- ART 096 - Art Event Attendance - 0
- ART 106 - Intro to Drawing 3
- ART 117 - Contemporary Issues in Art 3
- ART 119 - Design Foundations 3
- ART 125 - Digital Design 3

**CORE II ART HISTORY (6 Hours)**

- ART 283 - Introduction to Western Art, Part I 3
- ART 285 - Introduction to Western Art, Part II 3

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- ART 283 - Introduction to Western Art, Part I 3
- ART 285 - Introduction to Western Art, Part II 3

**CORE III INTRO TO STUDIO ARTS (12 Hours)**

- ART 207 - Intro to Animation: Trad. Media 3 (0-6)
- ART 217 - Introduction to Figure Drawing 3
- ART 233 - Introduction to Painting 3
- ART 231 - Introduction to Graphic Design 3
- ART 261 - Introduction to Sculpture 3

**CORE III INTRO TO STUDIO ARTS (12 Hours)**

- ART 207 - Intro to Animation: Trad. Media 3 (0-6)
- ART 202 - Intro to Digital Fabrication 3
- ART 261 - Introduction to Sculpture 3
- ART 241 - Introduction to Photography 3
- ART 214 - Introduction to Ceramics 3

**CORE IV ART HISTORY (12 Hours)**

- ART 384 - History of Animation 3 (3-0)
- Select from list

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- ART 384 - History of Animation 3 (3-0)
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**ANIMATION REQUIRED COURSES I (6 Hours)**

- ART 222 - 2D Digital Animation 3 (0-6)
- ART 308 - Storyboarding for Digital Media 3-6 (Spec)

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**2D ANIMATION ELECTIVES (15 Hours)**

- ART 220 - Animation Drawing I 3 (0-6)
- ART 320 - Animation Drawing II 3-6 (Spec)
- ART 309 - Concept Development: Characters and Environments 3-6 (Spec)
- ART 407 - Character Performance for Animators 3-9 (Spec)
- ART 409 - Advanced Production Studio 3-9 (Spec)
- ART 327 - Alternative Animation Strategies 3-6 (Spec)
- ART 408 - Independent Animation Studio 3-9 (Spec)

**3D ANIMATION ELECTIVES (15 Hours)**

- ART 224 - 3D Computer Animation I: Foundations 3 (0-6)
- ART 324 - 3D Computer Animation II: Characters 3-6 (Spec)
- ART 325 - 3D Computer Animation III: Environments 3-6 (Spec)
- ART 323 - Digital Sculpting for Animation 3-6 (Spec)
- ART 407 - Character Performance for Animators 3-9 (Spec)
- ART 408 - Independent Animation Studio 3-9 (Spec)
- ART 409 - Advanced Production Studio 3-9 (Spec)

**ANIMATION REQUIRED COURSES II (12 Hours)**

- ART 377 - Animation Mid-Tier Review 0 (0-0)
- ART 420 - Animation Studio I: Micro-Short Production 3 (0-6)
- ART 422 - Animation Studio II: Short Form Production 3 (0-6)
- ART 520 - Animation Sr. Project I: Development and Preproduction 3-6 (Spec)
- ART 522 - Animation Sr. Project II: Production and Post 3 (0-6)

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- ART 377 - Animation Mid-Tier Review 0 (0-0)
- ART 420 - Animation Studio I: Micro-Short Production 3 (0-6)
- ART 422 - Animation Studio II: Short Form Production 3 (0-6)
- ART 520 - Animation Sr. Project I: Development and Preproduction 3-6 (Spec)
- ART 522 - Animation Sr. Project II: Production and Post 3 (0-6)

**CORE V CAPSTONE (3 Hours)**

- ART 477 - Anim Portfolio/Prof. Practices 3 (0-6)

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- ART 477 - Anim Portfolio/Prof. Practices 3 (0-6)

**2D ANIMATION, STORY AND DESIGN EMPLOYMENT OPPORTUNITIES:**

What kind of employment can you expect to pursue with a strong 2D portfolio:

- 2D Character Animator
- Storyboard Artist
- Concept and Character Design Artist
- Motion Graphics Animator
- Compositing Artist
- Pre-visual Artist
- 2D Effects/Production Animator

**3D ANIMATION AND TECHNOLOGY EMPLOYMENT OPPORTUNITIES:**

What kind of employment can you expect to pursue with a strong 3D portfolio:

- 3D Character Animator
- 3D Layout Artist
- 3D Production Artist: Modeling, Lighting, Animation
- 3D Rigger and Effects Artist
- 3D Environment Artist
- Motion Graphics Animator
- Compositing Artist

**Outside the Entertainment Industry:**

- Picture Book Illustrator
- Graphic Novel Artist
- Comic book and Caricature Artist

**Outside the Entertainment Industry:**

- 3D Visualization-Building 3D Assets for Manufacturing and Marketing
- 3D Medical Illustration & Animation
- Toy Designer
- 3D Print and Prototyping Artist

**RECOMMENDED MINORS AND COMPATIBLE MAJORS:**

- Picture book Illustration
- Graphic Design BAA
- Studio Art BAA

**RECOMMENDED MINORS AND COMPATIBLE MAJORS:**

- Multi-Media Design Minor
- Computer Science
- Studio Art BAA