

Sample Schedule: students are not limited to this plan; it is meant to serve as a guide for planning purposes in discussions with your academic advisor. This plan is one possible path to completing this degree in **four years**.

If students are committing to a 2D path or undecided, then use the 2D Production Animation Plan of Study.

FIRST YEAR

First Semester

Course	Prerequisites / Comments	Credits	Semester(s) Offered
ART 111 Drawing		3	F/S
ARTD 185 Introduction to Animation		3	F/S
ARTD 186 3D Animation, Modeling and Concepts		3	F
CSC 105 Introduction to Computers		3	F/S/SU
DAD 110 Introduction to Digital Arts & Design		1	F
SGE Arts & Humanities Requirement	ART 121 required	3	F/S/SU
	Total Credit Hours	16	

Second Semester

Course	Prerequisites / Comments	Credits	Semester(s) Offered
ART 122 Design II Color	P = ART 121	3	S
ART 123 Three-Dimensional Design		3	F/S
ARTD 255 3D Character Animation, Rigging, & Lighting	P = ARTD 186	3	S
CIS 123, CIS 150, or CIS 130		3	F/S
SGE Written Communication Requirement	ENGL 101 required	3	F/S/SU
	Total Credit Hours	15	

SECOND YEAR

Third Semester

Course	Prerequisites / Comments	Credits	Semester(s) Offered
ART 213 Figure Drawing	P = ART 111	3	F
ARTD 282 2-D Design on Computers I	P = ART 121 and CSC 105	3	F/S
SGE Arts & Humanities Requirement		3	F/S/SU
SGE Written Communication Requirement	ENGL 201 required	3	F/S/SU
ARTD 441 3D Animation - Production		3	
	Total Credit Hours	15	

Fourth Semester

Course	Prerequisites / Comments	Credits	Semester(s) Offered
ARTD 250 2D Digital Animation	P = ARTD 185	3	S
ARTD 350 Background Design/Character Design	P = ART 111, 213	3	S
ARTD 441 3D Animation - Production		3	S
DAD 375 Storyboarding	P = ART 121	3	S
SGE Oral Communication Requirement	CMST 101, CMST 215, or CMST 222	3	F/S/SU

	Total Credit Hours	15	
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THIRD YEAR

Fifth Semester

Course	Prerequisites / Comments	Credits	Semester(s) Offered
ARTD 355 Animation Studio	P = ARTD 250	3	F
BADM 360 Organization and Management <u>OR</u> BADM 370 Marketing <u>OR</u> GAME 351 Business of Game Development	P = None P = ECON 201 P = GAME 101, 111	3	F/S/SU F/S/SU S
SGE Social Science Requirement		3	F/S/SU
Elective	ART 231 Painting I is suggested as it is a prerequisite for ARTD 356	6	
	Total Credit Hours	15	

Sixth Semester – Students should consider study abroad as an option to enhance their undergraduate experience. While it is possible to study abroad any time, this is the preferred semester. For more information regarding study abroad, speak to your advisor and the International Office.

Course	Prerequisites / Comments	Credits	Semester(s) Offered
ARTD 356 Digital Painting	P = ART 111, 122, 231, ARTD 282	3	S
SGE Natural Science Requirement		3	F/S/SU
SGE Mathematics Requirement	Math 103 recommended	3	F/S/SU
Elective	ARTD 441 is suggested. Students must take a min. of 2X but it's suggested they take multiple times.	3	S
Elective		3	
	Total Credit Hours	15	

FOURTH YEAR

Seventh Semester

Course	Prerequisites / Comments	Credits	Semester(s) Offered
ARTD 245 History of Graphics <u>OR</u> ARTH 211 History of World Art I <u>OR</u> ARTH 212 History of World Art II		3	F/S
SGE Natural Science Requirement		3	F/S/SU
SGE Social Science Requirement		3	F/S/SU
Elective	ARTD 441 is suggested. Students must take a min. of 2X but it's suggested they take multiple times.	6	
	Total Credit Hours	15	

Eighth Semester

Course	Prerequisites / Comments	Credits	Semester(s) Offered
DAD 494 Internship or DAD 495 Portfolio	Consent of the instructor	3	F/S/SU
DAD 498 Undergraduate Research	Consent of the instructor	3	F/S
Elective	ARTD 441 is suggested. Students must take a min. of 2X but it's suggested they take multiple times.	3	S
Elective		5	
	Total Credit Hours	14	

P = Course Prerequisite

Semester: F = Fall; S = Spring; SU = Summer

Information and course schedules may change. This is not a contract.