

DIGITAL AND MEDIA ARTS: 3D COMPUTER ANIMATION MAJOR (B.A.)

(61 hours, including required courses) – Pogue, Coordinator

Mission Statement:

The 3D Computer Animation Major prepares students with the necessary artistic and computer skills needed to animate and develop fully functional artistic three-dimensional models and scenes.

Student Learning Outcomes:

1. *The student will demonstrate proficiency in the use of 3D computer modeling, rigging, and animation techniques.*
2. *The student will demonstrate proficiency in use of the elements and principles of quality art making that introduces the student to the Core Values associated with Bethany College.*

Required Courses:

_____ AR 105	Basic Design (3 hr.)	
_____ AR 110	Drawing I (3 hr.)	
_____ DA 102	iCap - Intro To Computer Animation Production (3 hr.)	
_____ DA 109	3D Computer Modeling (3 hr.)	
_____ DA 116	Introduction to Multi-Media (3hr.)	
_____ DA 218	Introduction to Unreal Engine (3 hr.)	
_____ DA 219	3D Computer Animation I (3 hr.)	
_____ DA 225	Prop and Character Design (3 hr.)	
_____ DA 302	Pre-Production Story Boards (3 hr.)	
_____ DA 304	Maya I - Introduction to 3D Animation Pipeline (3 hr.)	
_____ DA 308	Lighting Surfaces and VFX (3 hr.)	
_____ DA 311	Figure Drawing (3 hr.)	
_____ DA 314	Z Brush (3 hr.)	
_____ DA 319	3D Computer Animation II (3 hr.)	
_____ DA 320	3D Computer Animation III - Advanced Body Mechanics and Facial Animation (3 hr.)	
_____ DA 324	Rigging (3 hr.)	
_____ DA 342	Clay Modeling (3 hr.)	
_____ DA 346	Introduction to Motion Capture for Games (3 hr.)	
_____ DA 376	Video Game Capstone Experience - <i>Team Project Development</i> (3 hr.)	
_____ DA 388	Media Arts Practice (1 hr.)	

Total (58)

Required Supporting Courses:

_____ TH 111	Acting (3 hr.)	Total (3)
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Total (61) _____