

B.A. Digital Arts & Animation3D Animation Concentration123 Credits

Class	Title	Credits	Prerequisites		
*Remedial Classes					
MATH003	Intermediate Algebra	**3	None		
ENG050	Grammar & Composition	**3	None		
First Term					
DAA100	2D Design 1	3	None		
DAA110	Sketching	3	None		
ENG100	Composition & Critical Thinking	3	Placement Exam or ENG050 Grammar & Composition		
HUM120 (recommended)	Nature & History of Western Art	3	None		
MATH115	Basic Topics in Math	3	Placement Exam or MATH003 Intermediate Algebra		
Second Term					
DAA115	Figure Drawing 1	3	DAA110 Sketching		
DAA105	Color Theory	3	DAA100 2D Design 1		
DAA106	Digital Imaging Concepts	3	DAA100 2D Design 1		
General Education Course	Basic Skills – Oral Communication	3	As Required		
General Education Course	Basic Skills – Critical Thinking	3	As Required		
Third Term					
DAA230	Introduction to Sculpture	3	DAA115 Figure Drawing 1		
DAA240	Introduction to 3D Modeling	3	DAA100 2D Design 1		
DAA212	Perspective & Rendering	3	DAA110 Sketching		
General Education Course	Please see Gen Ed on page 3 & 4	3	As Required		
General Education Course	Please see Gen Ed on page 3 & 4	3	As Required		
Fourth Term					
DAA244	Introduction to 3D Animation Principles	3	DAA240 Introduction to 3D Modeling		
DAA264	Drawing Animation 1	3	DAA115 Figure Drawing 1		
SWE100	Introduction to Programming: Python	3	None		
DMM110	Beta Business from the Ground Up 1	3	None		
or	or				
DMM125	Cover your Assets				
or DMM130					
I DIVINUI SU	Or Digital Madia Creativity				
	Digital Media Creativity				
or DMM270					

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Class	Title	Credits	Prerequisites		
Fifth Term					
DAA200	Acting	3	None		
DAA265	2D Animation 1	3	DAA264 Drawing Animation 1		
DAA267	Character Rigging	3	DAA240 Introduction to 3D Modeling		
Elective	Advisor-approved elective	3	As Required		
General Education Course	Please see Gen Ed on page 3 & 4	3	As Required		
General Education Course	Please see Gen Ed on page 3 & 4	3	As Required		
Sixth Term					
DAA220	Video Editing	3	DAA 100 2D Design 1		
DAA310	Storyboarding	3	DAA115 Figure Drawing 1 & DAA212 Perspective & Rendering		
DAA360	3D Animation 1	3	DAA244 Introduction to 3D Animation Principles & DAA267 Character Rigging		
DAA364	Drawing Animation 2	3	DAA264 Drawing Animation 1		
General Education Course	Please see Gen Ed on page 3 & 4	3	As Required		
Seventh Term					
DAA365	3D Animation 2	3	DAA360 3D Animation 1 & DAA364 Drawing Animation 2		
DAA460	2D Animation 2	3	DAA265 2D Animation 1		
DAA480A	Animation Portfolio 1	3	Senior Status		
or	or				
DAA476	Animated Film Production				
or DAA478	or Star Thief Studio				
General Education Course	Please see Gen Ed on page 3 & 4	3	As Poquirod		
General Education Course	Upper Division GE – 300 Level GE		As Required		
	Opper Division GE – 300 Level GE	3	As Required		
Eighth Term	Tanana a	1 -			
DAA465	3D Animation 3	3	DAA365 3D Animation 2		
DAA485A	Animation Portfolio 2	3	DAA480A Animation Portfolio 1		
or DAA476	Or				
DAA476 or	Animated Film Production or				
DAA479	Star Thief Studio				
Elective	Advisor-approved Elective	3	As Required		
or INT401	or Internship				
General Education Course	Please see Gen Ed on page 3 & 4	3	As Required		
General Education Course	Senior Level Research & Writing	3	As Required		
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GENERAL EDUCATION REQUIREMENTS 45-48 CREDITS

Course	Applicable Courses	Credits	Prerequisites	
*Remedial Courses				
ENG050	Grammar & Composition	**3	None	
MATH003	Intermediate Algebra	**3	None	
***Additional Math Course				
MATH116	Pre-Calculus	***4	Placement Exam or MATH003	
BASIC SKILLS – 9 credits in 3 areas				
WRITTEN COMMUNICATION – 3 credit	s			
ENG100	Composition & Critical Thinking	3	Pass English placement Exam	
ORAL COMMUNICATION – 3 credits				
ENG235	The Art of Argumentation	3	ENG100	
ENG250	Speech and Oral Communication	3	ENG100	
ENG280	Apocalypse & The American Imagination	3	ENG100	
CRITICAL THINKING – 3 credits				
ENG220	Technical Writing	3	ENG 100	
ENG235	The Art of Argumentation	3	ENG100	
ENG250	Speech and Oral Communication	3	ENG100	
ENG280	Apocalypse & The American Imagination	3	ENG100	
HUMANITIES & ARTS – 9 credits in	three areas.			
ARTS – 3 credits				
HUM120	The Nature and History of Western Art	3	None	
HUM122	World Music	3	None	
HUM125	Music in Western Culture	3	None	
HUM127	History of Music Technology	3	None	
HUM130	Modern Art History	3	None	
HUM140	Modern Art History and Film	3	None	
HUM222	Music in the Recorded Age	3	ENG100	
HUM227	Film History	3	ENG100	
HUM228	Video Games and Society	3	ENG100	
HUM230	History of Animation	3	ENG100	
LETTERS – 3 credits				
ENG227	Scriptwriting	3	ENG100	
ENG228	Creative Writing	3	ENG100	
ENG230	Classics of the World Stage	3	ENG100	
ENG280	Apocalypse & The American Imagination	3	ENG100	
WRITTEN COMMUNICATION II – 3 cred	lits			
ENG220	Technical Writing	3	ENG100	
ENG227	Scriptwriting	3	ENG100	
ENG228	Creative Writing	3	ENG100	
ENG230	Classics of the World Stage	3	ENG100	
ENG235	The Art of Argumentation	3	ENG100	
ENG280	Apocalypse & The American Imagination	3	ENG100	
ENG300	Essentials of Written Communication	3	ENG100	
ENG310	Classics of Western Drama	3	ENG100	

SOCIAL SCIENCES – 12 credits in 3 areas

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Polytechnical College			DAA 3D AIIIIIatioii
HUMAN BEHAVIOR – 3 credits			
ENG280	Apocalypse & The American Imagination	3	ENG100
HUM228	Video Games & Society	3	ENG100
SSC180	Introduction to Psychology	3	ENG100
	introduction to 1 sychology	3	LINGTOO
COMPARATIVE SYSTEMS – 3 credits			
HUM200	History of the Modern World	3	ENG100
SSC200	U.S. Government	3	ENG100
SSC332	Global Political Economics	3	ENG100
COCIAL ICCLIFC 2 and dita			
SOCIAL ISSUES – 3 credits		-	I
HUM200	History of the Modern World	3	ENG100
SSC200	U.S. Government	3	ENG100
MATH & SCIENCES for Non-Engine	ering Majors – 9 credits in two areas		
MATHEMATICAL CONCEPTS & QUANT			
MATH115	Basic Topics in Mathematics	3	Pass Math Placement
MATH116	Pre-Calculus	4	Exam
MATH143	Calculus 1	4	
	Calculus 1	·	MATH116
PHYSICAL & BIOLOGICAL SCIENCES – 6	credits		
SCI100	Basic Concepts in Physics	3	MATH115
SCI110	Science of Motion: Humans, Animals,	3	MATH115
36.113	Objectives	J	1417 (1111111111111111111111111111111111
SCI130	Basic Concepts of Anatomy and Physiology	3	MATH115
SCI145	College Physics 1	4	MATH143
SCI200	General Science: Principles and Trends	3	SCI100 or SCI110 or
301200	General Science. Finiciples and Trends	3	SCI100 01 3CI110 01
SCI220	Foundations of Musical Acoustics (Required	3	MATH115
301220	for DAT)	3	WATTIIS
MATH & SCIENCES for Engineering	Majors – 11 OR 12 credits in two areas		
MATHEMATICAL CONCEPTS & QUANT			
		4	NAATUAAC aa
MATH143	Calculus 1	4	MATH116 or
			Placement Exam
PHYSICAL & BIOLOGICAL SCIENCES – 7	or 8 credits		
SCI145	College Physics 1 (Required for all	4	MATH143
	engineering students)		
SCI245	College Physics 2 (Required for SWE)	4	SCI145
SCI220	Foundations of Musical Acoustics (Required	3	MATH143
	for DAT)		
SCI100	Basic Concepts in Physics	3	MATH115
SCI110	Science of Motion: Humans, Animals,	3	MATH115
	Objectives	_	111111111111111111111111111111111111111
SCI130	Basic Concepts of Anatomy and Physiology	3	MATH115
SCI200	General Science: Principles and Trends	3	SCI100 or SCI110 or
361200	General Science. Trinciples and Trends	3	SCI130
LIBBER DIVISION GENERAL ERVISION	I. Consider to horse one		301130
UPPER-DIVISION GENERAL EDUCATION	N – 6 credits in two areas		
300-LEVEL GE ELECTIVE – 3 credits			
ENG300	Essentials of Written Communication	3	Junior Status
ENG310	Classics of Western Drama	3	Junior Status
HUM361	Contemporary Ethical Issues	3	Junior Status
SSC332	Global Political Economics	3	Junior Status
		<u> </u>	Janior Status
SENIOR-LEVEL RESEARCH & WRITING -			1
HUM400	Research & Writing Capstone Project	3	Senior Status

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