

B.A. Digital Arts & Animation

3D Modeling Concentration

123 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			
DAA105	Color Theory	3	DAA100 2D Design 1
DAA106	Digital Imaging Concepts	3	DAA100 2D Design 1
DAA115	Figure Drawing 1	3	DAA110 Sketching
General Education course	Basic Skills – Oral Communication	3	As Required
General Education course	Basic Skills – Critical Thinking	3	As Required
Third Term			
DAA212	Perspective & Rendering	3	DAA110 Sketching
DAA230	Introduction to Sculpture	3	DAA115 Figure Drawing 1
DAA240	Introduction to 3D Modeling	3	DAA100 2D Design 1
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			
DAA109 or DAA264 or DAA108	Web Design or Drawing Animation 1 or Introduction to Photography	3	DAA100 2D Design 1 or DAA115 Figure Drawing 1 or DAA100 2D Design 1
DAA220	Video Editing	3	DAA 100 2D Design 1
DAA245	Texturing	3	DAA240 Introduction to 3D Modeling
DMM110 or DMM125 or DMM130 or DMM270	Beta Business from the Ground Up 1 or Cover your Assets or Digital Media Creativity or Project Management	3	None
General Education course	Please see Gen Ed on page 3 & 4	3	As Required

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Class	Title	Credits	Prerequisites
Fifth Term			
DAA120 or DAA270	Traditional Painting or Illustration 1	3	DAA105 Color Theory & DAA110 Sketching DAA 105 Color Theory & DAA115 Figure Drawing 1
DAA248	Lighting and Layout	3	DAA245 Texturing
DAA330	Figure Sculpture	3	DAA230 Introduction to Sculpture
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
SWE100	Introduction to Programming: Python	3	None
Sixth Term			
DAA310	Storyboarding	3	DAA115 Figure Drawing 1 & DAA212 Perspective & Rendering
DAA340	Modeling 1	3	DAA240 Introduction to 3D Modeling
DAA370	Concept Design	3	DAA115 Figure Drawing 1 and DAA212 Perspective & Rendering
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
Seventh Term			
DAA345	Modeling 2	3	DAA340 Modeling 1
DAA267	Character Rigging	3	DAA240 Introduction to 3D Modeling
DAA480 M or DAA476 or DAA478	Modeling Portfolio 1 or Animated Film Production or Star Thief Studio	3	
General Education course	Please see Gen Ed on page 3 & 4	3	As Required
Upper division GE course	Upper Division GE – 300 Level GE	3	As Required
Eighth Term			
DAA440	Modeling 3	3	DAA345 Modeling 2
DAA485 M or DAA476 or DAA479	Modeling Portfolio 2 or Animated Film Production or Star Thief Studio	3	DAA480 M Modeling Portfolio 1
Elective	Advisor-approved elective	3	As Required
Elective or INT401	Advisor-approved elective or Internship	3	As Required
Upper division GE course	Senior Level Research & Writing	3	As Required

GENERAL EDUCATION REQUIREMENTS

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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 or MATH003
BASIC SKILLS – 9 credits in 3 areas			
WRITTEN COMMUNICATION – 3 credits			
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			
ENG 228	Creative Writing	3	ENG100
ENG227	Scriptwriting	3	ENG100
ENG230	Classics of the World Stage	3	ENG100
ENG280	Apocalypse & The American Imagination	3	ENG100
WRITTEN COMMUNICATION II – 3 credits			
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			
HUMAN BEHAVIOR – 3 credits			
ENG280	Apocalypse & The American Imagination	3	ENG100

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HUM228	Video Games & Society	3	ENG100
SSC180	Introduction to Psychology	3	ENG100
COMPARATIVE SYSTEMS – 3 credits			
HUM200	History of the Modern World	3	ENG100
SSC200	U.S. Government	3	ENG100
SSC332	Global Political Economics	3	ENG100
SOCIAL ISSUES – 3 credits			
HUM200	History of the Modern World	3	ENG100
SSC200	U.S. Government	3	ENG100
MATH & SCIENCES for Non-Engineering Majors – 9 credits in two areas			
MATHEMATICAL CONCEPTS & QUANTITATIVE REASONING – 3 credits			
MATH115	Basic Topics in Mathematics	3	Pass Math Placement Exam
MATH116	Pre-Calculus	4	
MATH143	Calculus 1	4	MATH116
PHYSICAL & BIOLOGICAL SCIENCES – 6 credits			
SCI100	Basic Concepts in Physics	3	MATH115
SCI110	Science of Motion: Humans, Animals, Objectives	3	MATH115
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 SCI130
SCI220	Foundations of Musical Acoustics (Required for DAT)	3	MATH115
MATH & SCIENCES for Engineering Majors – 11 OR 12 credits in two areas			
MATHEMATICAL CONCEPTS & QUANTITATIVE REASONING – 4 credits			
MATH143	Calculus 1	4	MATH116 or placement
PHYSICAL & BIOLOGICAL SCIENCES – 7 or 8 credits			
SCI145	College Physics 1 (Required for all engineering students)	4	MATH143
SCI245	College Physics 2 (Required for SWE)	4	SCI145
SCI220	Foundations of Musical Acoustics (Required for DAT)	3	MATH143
SCI100	Basic Concepts in Physics	3	MATH115
SCI110	Science of Motion: Humans, Animals, Objectives	3	MATH115
SCI130	Basic Concepts of Anatomy and Physiology	3	MATH115
SCI200	General Science: Principles and Trends	3	SCI100 or SCI110 or SCI130
UPPER-DIVISION GENERAL EDUCATION – 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
SENIOR-LEVEL RESEARCH & WRITING – 3 credits			
HUM400	Research & Writing Capstone Project	3	Senior Status

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