B.A. Digital Art & Animation
Entertainment Design Concentration
123 Credits

<table>
<thead>
<tr>
<th>Class</th>
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<td>MATH003</td>
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<tr>
<td>DAA100</td>
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<td>3</td>
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<td>HUM120(recommended)</td>
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<tr>
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<td>Color Theory</td>
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<td>DAA106</td>
<td>Digital Imaging Concepts</td>
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<td>DAA115</td>
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<td>Third Term</td>
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<td>DAA212</td>
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<td>DAA230</td>
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<td>Fourth Term</td>
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<tr>
<td>DAA109</td>
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<td>DAA100 2D Design 1 Or DAA115 Figure Drawing 1 or DAA100 2D Design 1</td>
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<tr>
<td>Or</td>
<td>Introduction to Photography</td>
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<td>Or</td>
<td>DAA220</td>
<td>3</td>
<td>DAA 100 2D Design 1</td>
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<td>DMM110</td>
<td>Video Editing</td>
<td>3</td>
<td>DAA 100 2D Design 1</td>
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<tr>
<td>or</td>
<td>Beta Business from the Ground Up 1 or</td>
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<tr>
<td>DMM125</td>
<td>Cover your Assets</td>
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<tr>
<td>or</td>
<td>Digital Media Creativity</td>
<td></td>
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<tr>
<td>DMM130</td>
<td>Project Management</td>
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<td>or</td>
<td>DMM270</td>
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<tr>
<td>SWE100</td>
<td>Introduction to Programming: Python</td>
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<table>
<thead>
<tr>
<th>Class</th>
<th>Title</th>
<th>Credits</th>
<th>Prerequisites</th>
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<tbody>
<tr>
<td>DAA120</td>
<td>Traditional Painting</td>
<td>3</td>
<td>DAA105 Color Theory &amp; DAA110 Sketching</td>
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<tr>
<td>DAA210</td>
<td>Figure Drawing 2</td>
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<td>DAA270</td>
<td>Illustration 1</td>
<td>3</td>
<td>DAA105 Color Theory &amp; DAA115 Figure Drawing 1</td>
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</table>

General Education course: Please see Gen Ed on page 3 & 4
General Education course: Please see Gen Ed on page 3 & 4

<table>
<thead>
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<th>Class</th>
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<th>Prerequisites</th>
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<td>DAA310</td>
<td>Storyboarding</td>
<td>3</td>
<td>DAA115 Figure Drawing 1 &amp; DAA212 Perspective &amp; Rendering</td>
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<tr>
<td>DAA320</td>
<td>Digital Painting</td>
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<td>DAA106 Digital Imaging Concepts</td>
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</table>

General Education course: Please see Gen Ed on page 3 & 4
General Education course: Please see Gen Ed on page 3 & 4

<table>
<thead>
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<th>Class</th>
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<th>Prerequisites</th>
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<tr>
<td>DAA470</td>
<td>Illustration 2</td>
<td>3</td>
<td>DAA270 Illustration 1</td>
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DAA480 E or DAA476 or DAA478
Entertainment Design Portfolio 1
Animated Film Production
Star Thief Studio

Elective: Advisor-approved elective
General Education course: Please see Gen Ed on page 3 & 4
General Education course: Please see Gen Ed on page 3 & 4
Upper division GE course: Upper Division GE – 300 Level GE

Eighth Term

<table>
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<th>Class</th>
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<th>Credits</th>
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<tbody>
<tr>
<td>DAA335</td>
<td>Portrait Sculpture</td>
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<tr>
<td>DAA340</td>
<td>Modeling 1</td>
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<td>DAA370</td>
<td>Concept Design</td>
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<td>DAA115 Figure Drawing 1 &amp; DAA212 Perspective &amp; Rendering</td>
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DAA485 E or DAA476 or DAA479
Entertainment Design Portfolio 2
Animated Film Production
Star Thief Studio

Elective or INT401: Advisor-approved Elective or Internship

Upper division GE course: Senior Level Research & Writing

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**GENERAL EDUCATION REQUIREMENTS**

45-48 CREDITS

<table>
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<th>Applicable Courses</th>
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<th>Prerequisites</th>
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<td>ENG050</td>
<td>Grammar &amp; Composition</td>
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<td>MATH003</td>
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<td><strong>Additional Math Course</strong></td>
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<td>MATH116</td>
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**BASIC SKILLS – 9 credits in 3 areas**

**WRITTEN COMMUNICATION – 3 credits**

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<th>Prerequisites</th>
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<tbody>
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<td>ENG100</td>
<td>Composition &amp; Critical Thinking</td>
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**ORAL COMMUNICATION – 3 credits**

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<th>Prerequisites</th>
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<tr>
<td>ENG235</td>
<td>The Art of Argumentation</td>
<td>3</td>
<td>ENG100</td>
</tr>
<tr>
<td>ENG250</td>
<td>Speech and Oral Communication</td>
<td>3</td>
<td>ENG100</td>
</tr>
<tr>
<td>ENG280</td>
<td>Apocalypse &amp; The American Imagination</td>
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**CRITICAL THINKING – 3 credits**

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<th>Prerequisites</th>
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<tbody>
<tr>
<td>ENG220</td>
<td>Technical Writing</td>
<td>3</td>
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<td>ENG235</td>
<td>The Art of Argumentation</td>
<td>3</td>
<td>ENG100</td>
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<td>ENG250</td>
<td>Speech and Oral Communication</td>
<td>3</td>
<td>ENG100</td>
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<tr>
<td>ENG280</td>
<td>Apocalypse &amp; The American Imagination</td>
<td>3</td>
<td>ENG100</td>
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<tr>
<td>ENG300</td>
<td>Essentials of Written Communication</td>
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**HUMANITIES & ARTS – 9 credits in three areas.**

**ARTS – 3 credits**

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<th>Applicable Courses</th>
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<tbody>
<tr>
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<td>The Nature and History of Western Art</td>
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<td>HUM122</td>
<td>World Music</td>
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<td>HUM125</td>
<td>Music in Western Culture</td>
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<td>HUM127</td>
<td>History of Music Technology</td>
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<td>Modern Art History</td>
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<td>HUM140</td>
<td>Modern Art History and Film</td>
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<td>HUM222</td>
<td>Music in the Recorded Age</td>
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<td>HUM227</td>
<td>Film History</td>
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<td>ENG100</td>
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<td>HUM228</td>
<td>Video Games and Society</td>
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<td>History of Animation</td>
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**LETTERS – 3 credits**

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<tr>
<td>ENG227</td>
<td>Scriptwriting</td>
<td>3</td>
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<td>ENG228</td>
<td>Creative Writing</td>
<td>3</td>
<td>ENG100</td>
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<td>ENG230</td>
<td>Classics of the World Stage</td>
<td>3</td>
<td>ENG100</td>
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<tr>
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**WRITTEN COMMUNICATION II – 3 credits**

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<td>ENG227</td>
<td>Scriptwriting</td>
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<td>ENG100</td>
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<td>ENG228</td>
<td>Creative Writing</td>
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<td>ENG100</td>
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<td>ENG230</td>
<td>Classics of the World Stage</td>
<td>3</td>
<td>ENG100</td>
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<td>ENG235</td>
<td>The Art of Argumentation</td>
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<td>ENG100</td>
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<tr>
<td>ENG280</td>
<td>Apocalypse &amp; The American Imagination</td>
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<td>ENG300</td>
<td>Essentials of Written Communication</td>
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<td>ENG100</td>
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<tr>
<td>ENG310</td>
<td>Classics of Western Drama</td>
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<td>ENG100</td>
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SOCIAL SCIENCES – 12 credits in 3 areas

**HUMAN BEHAVIOR – 3 credits**

<table>
<thead>
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<tr>
<td>ENG280</td>
<td>Apocalypse &amp; The American Imagination</td>
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<td>HUM228</td>
<td>Video Games &amp; Society</td>
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<tr>
<td>SSC180</td>
<td>Introduction to Psychology</td>
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**COMPARATIVE SYSTEMS – 3 credits**

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<td>SSC200</td>
<td>U.S. Government</td>
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<td>SSC332</td>
<td>Global Political Economics</td>
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**SOCIAL ISSUES – 3 credits**

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<tr>
<td>HUM200</td>
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<tr>
<td>SSC200</td>
<td>U.S. Government</td>
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**MATH & SCIENCES for Non-Engineering Majors – 9 credits in two areas**

**MATHEMATICAL CONCEPTS & QUANTITATIVE REASONING – 3 credits**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
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<tbody>
<tr>
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<td>Basic Topics in Mathematics</td>
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<td>MATH116</td>
<td>Pre-Calculus</td>
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<td>MATH143</td>
<td>Calculus 1</td>
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**PHYSICAL & BIOLOGICAL SCIENCES – 6 credits**

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<td>Basic Concepts in Physics</td>
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<td>SCI110</td>
<td>Science of Motion: Humans, Animals, Objectives</td>
<td>3</td>
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<tr>
<td>SCI130</td>
<td>Basic Concepts of Anatomy and Physiology</td>
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<tr>
<td>SCI145</td>
<td>College Physics 1</td>
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<tr>
<td>SCI200</td>
<td>General Science: Principles and Trends</td>
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<tr>
<td>SCI220</td>
<td>Foundations of Musical Acoustics (Required for DAT)</td>
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**MATH & SCIENCES for Engineering Majors – 11 OR 12 credits in two areas**

**MATHEMATICAL CONCEPTS & QUANTITATIVE REASONING – 4 credits**

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**PHYSICAL & BIOLOGICAL SCIENCES – 7 or 8 credits**

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<td>College Physics 1 (Required for all engineering students)</td>
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<td>SCI245</td>
<td>College Physics 2 (Required for SWE)</td>
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<td>SCI220</td>
<td>Foundations of Musical Acoustics (Required for DAT)</td>
<td>3</td>
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<td>SCI1100</td>
<td>Basic Concepts in Physics</td>
<td>3</td>
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<td>SCI1110</td>
<td>Science of Motion: Humans, Animals, Objectives</td>
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<td>SCI130</td>
<td>Basic Concepts of Anatomy and Physiology</td>
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<td>SCI200</td>
<td>General Science: Principles and Trends</td>
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**UPPER-DIVISION GENERAL EDUCATION – 6 credits in two areas**

**300-LEVEL GE ELECTIVE – 3 credits**

<table>
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<tr>
<td>ENG300</td>
<td>Essentials of Written Communication</td>
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<td>ENG310</td>
<td>Classics of Western Drama</td>
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<td>HUM361</td>
<td>Contemporary Ethical Issues</td>
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<td>SSC332</td>
<td>Global Political Economics</td>
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**SENIOR-LEVEL RESEARCH & WRITING – 3 credits**

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<td>HUM400</td>
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</table>

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