

B.A. Digital Arts and Animation: 3D Modeling Concentration

123 Credits

✓	Course Prefix	Course Title	Credits	Prerequisites
*Remedial Courses				
	MATH003	Intermediate Algebra	**3	None
	ENG050	Grammar and Composition	**3	None
First Term				
	DAA100	2D Design 1	3	None
	DAA110	Sketching	3	None
	ENG100	English Composition	3	Placement Test or ENG050
	HUM120 (recommended)	Nature and History of Western Art	3	None
	MATH115	College Algebra and Trigonometry	3	Placement Test or MATH003
Second Term				
	DAA105	Color Theory	3	DAA100
	DAA106	Digital Imaging Concepts	3	DAA100
	DAA115	Figure Drawing 1	3	DAA110
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
Third Term				
	DAA212	Perspective and Rendering	3	DAA110
	DAA230	Introduction to Sculpture	3	DAA115
	DAA240	Introduction to 3D Modeling	3	DAA100
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
Fourth Term				
	DAA108 or DAA109 or DAA264	Introduction to Photography or Web Design or Drawing Animation 1	3	DAA100 or DAA100 or DAA115
	DAA220	Video Editing	3	DAA100
	DAA245	Texturing	3	DAA240
	DMM110 or DMM125 or DMM130 or DMM270 or DAT484	Beta Business From The Ground Up 1 or Cover Your Assets or Digital Media Creativity or Project Management or MediaWorks for Animation Students	3	None
	General Education Course	Please see General Education	3	As Required

*** Remedial classes are required when a placement test is not passed.**

**** Remedial class credits are not counted towards earning a degree.**

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<i>Fifth Term</i>				
	DAA120 or DAA270 or DAA320	Traditional Painting or Illustration 1 or Digital Painting	3	DAA105 and DAA110 or DAA105 and DAA115 or DAA106
	DAA248	Lighting and Layout 1	3	DAA245
	DAA330	Figure Sculpture	3	DAA230
	SWE101 or SWE102	Introduction to Scripting: Python for non-Programmers or Introduction to Scripting: Python for Programmers	3	None
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
<i>Sixth Term</i>				
	DAA310	Storyboarding	3	DAA115 and DAA212
	DAA340	Modeling 1	3	DAA240
	DAA370	Concept Design	3	DAA115 and DAA212
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
<i>Seventh Term</i>				
	DAA345	Modeling 2	3	DAA340
	DAA267	Character Rigging	3	DAA240
	DAA480M or DAA476	Modeling Portfolio 1 or Animated Film Production	3	Senior Status Faculty approval
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
<i>Eighth Term</i>				
	DAA440	Modeling 3	3	DAA340
	DAA485M or DAA476	Modeling Portfolio 2 or Animated Film Production	3	DAA480M or Faculty approval
	Elective	Advisor Approved Course		As required
	Elective or INT401	Any Advisor approved course or Internship 1	3	As required
	General Education Course	Please see General Education	3	As Required

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