



# Bachelor of Arts in Digital Art and Animation

## Degree Plan based on the 2004-2006 College Catalog

College Level	Semester	CORE Course ID#	Title of the Course	Credits	P - prerequisites C - corequisites	College Level	Semester	CORE Course ID#	Title of the Course	Credits	P - prerequisites C - corequisites
FRESHMAN	First (FALL)	CV101	2D Design and Color I	3	none	JUNIOR	Fifth (FALL)	CV260	Intro to Photography	3	P-CV101
		CV125	Intro to Drawing	3	none			CV300	2D Animation	3	P-CV220
		MA115	Basic Topics in Math	3	P-MA003 or ***			CV370	Intro to Animation	3	P-CV320, SC300
		EN100	English Composition	3	none			EN227	Scriptwriting	3	P-EN100
		HU120	History of Western Art	3	none			CV242	Interactivity and Sync	3	P-CV142, DA100
	<b>Sub - Total credits</b>				<b>15</b>		<b>Achieved Specialization Status</b>				<b>15</b>
	Second (SPRING)	CV131	Figure Drawing I	3	P-CV125		Sixth (SPRING)	CV395 or CV360 or CV335 or CV350	3		
		CV142	Interactivity Fundamentals	3	P-CV101			<i>(see back of this sheet for title of the course and prerequisites)</i>			
		DA100	Desktop Audio Production	3	none			HU227/HU230 Film Hist -or- Hist of Anim	3	P-EN100	
		SC100	Basic Concepts of Physics	3	P-MA115			SS123 World Cultures	3	P-EN100	
CV201		2D Design and Color II	3	P-CV101	HU170/SS100 US History -or- Government	3		P-EN100			
<b>Sub - Total credits</b>				<b>15</b>	<b>Sub - Total credits</b>				<b>12</b>		
SOPHOMORE	Third (FALL)	CV105	Intro to Comp Graphics	3	P-CV125, C-MA118	SENIOR	Seventh (FALL)	CV445 or CV410 or CV385 or CV415	3		
		CV205	Intro to Sculpture	3	P-CV131			CV491 A or M or G or E	3		
		MP230	Video Editing I	3	P-CV101, DA100			<i>(see back of this sheet for title of the course and prerequisites)</i>			
		MA118	Geometry for Comp Graphics	3	P-MA115			IM401 Innovation Management I	1.5	P-see Catalog page 84	
		EN210	Cultural Div in Lit	3	P-EN100			HU/SS300 General Studies Project	3	P-EN210, Junior Stand	
	<b>Sub - Total credits</b>				<b>15</b>		<b>Sub - Total credits</b>				<b>10.5</b>
	Fourth (SPRING)	CV265	Drawing Animation	3	P-CV131		Eight (SPRING)	CV485 or CV460 or CV435 or CV425	3		
		CV220	Storyboarding	3	P-CV131, MP230			CV492 A or M or G or E	3		
		CV320	Intro to Modeling	3	P-CV105, CV201, CV205, MP230			<i>(see back of this sheet for title of the course and prerequisites)</i>			
		EN265	Storytelling	3	P-EN210			IM402 Innovation Management II	1.5	P-IM401	
SC300		Kinematics - or- SC elective	3	P-SC100	<b>Sub - Total credits</b>				<b>7.5</b>		
<b>Sub - Total credits</b>				<b>15</b>	<b>Sub - Total credits</b>				<b>7.5</b>		

**ELECTIVE Requirements in addition to the requirements listed above - Total of 23 credits**

CV Lower Division course - 3 credits  
Three Upper Division Electives - 9 credits

One EN/HU/SS courses - 3 credits  
Two HU/SS courses - 6 credits

**TOTAL CREDITS for Bachelor of Arts in Digital Art and Animation 128**

<b>CORE Course ID#</b>	<b>Title of the Course</b>	<b>Credits</b>	<b>P - prerequisites C - corequisites</b>
CV395	Animation I	3	P-CV370, CV215
CV445	Animation II	3	P-CV395, C-CV491A
CV485	Animation III	3	P-CV445, C-CV492A
CV360	Modeling I	3	P-CV320, CV215
CV410	Modeling II	3	P-CV360, C-CV491M
CV460	Modeling III	3	P-CV410, C-CV492M
CV335	Games and Interactivity I	3	P-CV242, CV215
CV385	Games and Interactivity II	3	P-CV335, C-CV491G
CV435	Games and Interactivity III	3	P-CV385, C-CV492G
CV350	Entertainment Design I	3	P-CV285, CV215
CV415	Entertainment Design II	3	P-CV350, C-CV491E
CV425	Entertainment Design III	3	P-CV415, C-CV492E
CV491A	Animation Portfolio I	3	P-see the Catalog page 60-61
CV491E	Entertainment Design Portfolio I	3	P-see the Catalog page 60-61
CV491G	Games and Interact Portfolio I	3	P-see the Catalog page 60-61
CV491M	Modeling Portfolio I	3	P-see the Catalog page 60-61
CV492A	Animation Portfolio II	3	P-CV491A
CV492E	Entertainment Design Portfolio II	3	P-CV491E
CV492G	Games and Interact Portfolio II	3	P-CV491G
CV492M	Modeling Portfolio II	3	P-CV491M