

**DIGITAL ARTS ENGINEERING DEGREE PLAN
ANIMATION SPECIALIZATION**

Total Credits for Bachelor's Degree in Digital Arts Engineering: 129

First Term: Total 15 credits				
✓	Class	Title	Cr	Prerequisite
	MATH133	Calculus I	5	MATH116 or placement exam
	DAA110	Sketching	3	None
	ENG100	English Composition	3	Placement Test
	SWE110	C Programming	4	High School Algebra

Second Term: Total 15 credits				
✓	Class	Title	Cr	Prerequisite
	DAA115	Figure Drawing I	3	DAA110
	HUM120 or- HUM130	Nature and History of Western Art Modern Art History	3	None
	MATH134	Calculus II	5	MATH133
	SWE212	Java Programming	4	SWE110

Third Term: Total 18 credits				
✓	Class	Title	Cr	Prerequisite
	DAA212	Perspective and Rendering	3	DAA110
	DAA230	Intro to Sculpture	3	DAA115
	HUM122 or HUM125	World Music Music in Western Cultures	3	None
	MATH235	Calculus III	5	MATH134
	SCI145	College Physics I	4	MATH133

Fourth Term: Total 17 credits				
✓	Class	Title	Cr	Prerequisite
	DAA240	Intro to 3D Modeling	3	Co-requisite DAA230
	HUM200	History of the Modern World	3	ENG100
	MATH377	Software Engineering Mathematics	3	MATH133, Co-requisite SWE310
	SCI245	College Physics II	4	SCI145
	SWE310	Data Structures and Algorithms	4	SWE110, Co-requisite MATH377

Fifth Term: Total 17 credits				
✓	Class	Title	Cr	Prerequisite
	DAA264	Drawing Animation I	3	DAA115, Co-requisite DAA212
	ENG210	Cultural Diversity in Literature	3	ENG100 , HUM120 or 130, HUM122 or 125
	SWE315	Object Oriented Programming	4	SWE212, SWE310
	SWE371	Scripting Languages	4	SWE310
	SSC200	American Government	3	ENG100

Sixth Term: Total 16 credits				
✓	Class	Title	Cr	Prerequisite
	DAA210	Figure Drawing II	3	DAA115
	DAA265	2D Animation I	3	DAA264
	DAA267	Character Rigging	3	DAA240
	HUM227 or HUM230	Film History History of Animation	3	ENG100
	SWE447	GUI and Graphics Programming	4	SWE315

Seventh Term: Total 17 credits				
✓	Class	Title	Cr	prerequisite
	ENG310 or ENG320	Classics of Western Drama Classis of World Drama	3	ENG210, HUM120 or 130, HUM 122 or 125 ENG210, HUM227 or 230
	HUM361	Contemporary Ethical Issues	3	HUM200, SSC200, ENG210
	SWE449	Tools Programming	4	SWE371, SWE447
	SWE450	Animation	4	SWE447
	SSC332	Global Political Economics	3	HUM200, SSC200

Eighth Term: Total 14 credits				
✓	Class	Title	Cr	Prerequisite
	DAA/SWE	Electives	5	
	DAA460 or DAA360	2D Animation II 3D Animation I	3	DAA265 DAA265, DAA267, Special status
	DAE495	Senior Project	3	Senior Standing
	HUM400	Gen Education Capstone Project	3	ENG310 or 320, SSC332, HUM361

**DIGITAL ARTS ENGINEERING DEGREE PLAN
GAME ENGINEERING SPECIALIZATION**

Total Credits for Bachelor's Degree in Digital Arts Engineering: 129

First Term: Total 15 credits				
✓	Class	Title	Cr	Prerequisite
	MATH133	Calculus I	5	MATH116 or placement exam
	DAA110	Sketching	3	None
	ENG100	English Composition	3	Placement Test
	SWE110	C Programming	4	High School Algebra

Second Term: Total 15 credits				
✓	Class	Title	Cr	Prerequisite
	DAA115	Figure Drawing I	3	DAA110
	HUM120 or- HUM130	Nature and History of Western Art Modern Art History	3	None
	MATH134	Calculus II	5	MATH133
	SWE212	Java Programming	4	SWE110

Third Term: Total 15 credits				
✓	Class	Title	Cr	Prerequisite
	DAA230	Intro to Sculpture	3	DAA115
	HUM122 or HUM125	World Music Music in Western Cultures	3	None
	MATH235	Calculus III	5	MATH134
	SCI145	College Physics I	4	MATH133

Fourth Term: Total 17 credits				
✓	Class	Title	Cr	Prerequisite
	DAA240	Intro to 3D Modeling	3	Co-requisite DAA230
	HUM200	History of the Modern World	3	ENG100
	MATH377	Software Engineering Mathematics	3	MATH133, Co-requisite SWE310
	SCI245	College Physics II	4	SCI145
	SWE310	Data Structures and Algorithms	4	SWE110, Co-requisite MATH377

Fifth Term: Total 16 credits				
✓	Class	Title	Cr	Prerequisite
	DAA264	Drawing Animation I	3	DAA115, Co-requisite DAA212
	DAA267	Character Rigging	3	DAA240
	ENG210	Cultural Diversity in Lit.	3	ENG100 , HUM120 or 130, HUM122 or 125
	HUM227 or HUM230	Film History History of Animation	3	ENG100
	SWE315	Object Oriented Programming	4	SWE212, SWE310

Sixth Term: Total 17 credits				
✓	Class	Title	Cr	Prerequisite
	DAA265	2D Animation I	3	DAA264
	ENG310 or ENG320	Classics of Western Drama Classis of World Drama	3	ENG210, HUM120 or 130, HUM 122 or 125 ENG210, HUM227 or 230
	SWE447	GUI and Graphics Programming	4	SWE315
	SWE371	Scripting Languages	4	SWE310
	SSC200	American Government	3	ENG100

Seventh Term: Total 17 credits				
✓	Class	Title	Cr	Prerequisite
	DAA350	Game & Interactivity I	3	DAA267, Special status
	HUM361	Contemporary Ethical Issues	3	HUM200, SSC200, ENG210
	SWE449	Tools Programming	4	SWE371, SWE447
	SWE450	Animation	4	SWE447
	SSC332	Global Political Economics	3	HUM200, SSC200

Eighth Term: Total 17 credits				
✓	Class	Title	Cr	Prerequisite
	DAA355	Game & Interactivity II	3	DAA350
	DAE495	Senior Project	3	Senior Standing
	HUM400	Gen Education Capstone Project	3	ENG310 or 320, SSC332, HUM361
	SWE472	AI Game Programming	4	SWE447, May be taken with SWE473
	SWE473	Game Engine I	4	SWE450, May be taken with SWE472

Course descriptions for the Digital Arts Engineering program can be found at the end of the Digital Art and Animation and Software Engineering sections.