

# DIGITAL ANIMATION (BACHELOR OF FINE ARTS, B.F.A.)

## Overview

The Bachelor of Fine Arts (B.F.A.) in Digital Animation degree at Missouri Western offers an art student the opportunity to become proficient in skills that are useful for producing a wide range of animation for cinema, broadcast television, gaming, and interactive media. Students will gain a broad foundation in animation from traditional hand-drawn to 3D animation. Balancing theory and practice, the educational emphasis will be on developing creative problem-solving skills and processes; honing artistic identity; spatial and temporal thinking and analysis; mastering digital animation technologies; and, research of new strategies for learning through digital advances. The Digital Animation degree reflects the convergence of computers and art, and emphasizes working with 2D and 3D graphics in a computer-based, graphics-intensive environment. The flexible curriculum allows you to specialize in an area based on your interests and talents.

## Requirements

Students who choose this bachelor degree program will have no more than 6 years from admission or subsequent declaration to meet the requirements listed below. If certification, accreditation or statutory requirements change and additional requirements become effective during this time, the new requirements take precedence.

Code	Title	Credit Hours
<b>General Studies</b>		<b>42</b>
Students must complete General Studies courses ( <a href="https://catalog.missouriwestern.edu/undergraduate/university-information/academic-standards-regulations/baccalaureate-degree/#bachelor-general-studies">https://catalog.missouriwestern.edu/undergraduate/university-information/academic-standards-regulations/baccalaureate-degree/#bachelor-general-studies</a> ) <sup>1</sup>		
<b>Major Requirements</b>		<b>78</b>
ART 110	Beginning Drawing I	3
ART 121	Introduction to Animation Techniques	3
ART 129	Design Software Applications	3
ART 160	Beginning Drawing II	3
ART 170	Three-Dimensional Design	3
ART 190	Digital 3D Fundamentals	3
ART 201	Animation History I	3
ART 202	Animation History II	3
ART 205	Survey of Art History I	3
ART 210	Animation Fundamentals	3
ART 221	Digital 3D Modeling	3
ART 255	Survey of Art History II	3
ART 325	Digital 3D Lighting	3
ART 326	Introduction to Game Design	3
ART 352	3D Rigging	3
ART 358	Character Animation	3
ART 371	Topics in Ancient/Medieval Art	3
or ART 372	Topics in Modern/Contemporary Art	
or ART 471	Topics in Renaissance/Baroque Art	

or ART 472	Topics in Non-Western Art	
ART 401	Animation Capstone I: Preproduction	3
ART 402	Animation Capstone II: Production	3
ART 465	Digital Animation Production	3
ART 485	Professional Practice for Animation	3
<b>Electives</b>		
Select fifteen additional credit hours of advance study in major		15
ART 120	Two-Dimensional Design	
ART 200	Stop-Motion Animation	
ART 250	Motion Graphics	
ART 305	History of Digital Tools	
ART 315	Illustration I	
ART 330	Special Topics in Animation	
ART 331	Animation Outside the Box	
ART 333	Typography	
ART 345	3D Modeling and Design Processes	
ART 354	Compositing for Animation	
ART 359	Photography I	
ART 371	Topics in Ancient/Medieval Art <sup>2</sup>	
ART 372	Topics in Modern/Contemporary Art <sup>2</sup>	
ART 450	Independent Research/Project	
ART 455	Advance Digital Sculpting	
ART 471	Topics in Renaissance/Baroque Art <sup>2</sup>	
ART 472	Topics in Non-Western Art <sup>2</sup>	
ART 493	Internship In Art	
CSC 184	Introduction to Computer Programming	

<sup>1</sup> Courses in general studies may also be required within the major. While the course(s) may satisfy both requirements, the credit hours will count only one time in the overall hours earned.

<sup>2</sup> Elective art history courses must differ from upper-level art history course taken for major requirement.

## Program Graduation Requirements

1. Earn a grade of C or higher in all major coursework.
2. Earn an overall GPA of at least 2.0 and a major GPA of at least 2.0

## University Graduation Requirements

1. Earn a minimum of 120 credit hours (100 level and higher, maximum of 6 continuing education credit hours applicable).
2. Earn a minimum of 30 credit hours in upper-division courses. Lower-division transfer courses accepted as meeting upper-division departmental course requirements cannot be used to fulfill this requirement.
3. Earn 30 of the last 45 credit hours at MWSU in institutional coursework (exclusive of credit by examination).
4. Participate in required departmental and campus wide assessments.
5. Fulfill the Missouri Constitution requirement.
6. Successfully pass the Missouri Higher Education Civics Achievement exam.