

Computer Animation and Interactive Media

Bachelor of Fine Arts Degree Program (BFA)

Applications accepted for fall only. HEGIS 1099

The major in Computer Animation and Interactive Media offers students the opportunity to prepare for specialized positions in the computer animation and interactive media industries, such as character animators, game designers, technical directors, texture artists, modelers, motion graphics artists, website designers, and creative directors.

Semester 5		Credits
MAJOR AREA	CG 314 - Programming Concepts	2
	CG 321 - Design and Authoring for Interactive Media II	2
	CG 341 - 3D Modeling and Animation	2
	CG 344 - History of Animation	3
	CG 346 - Principles of Animation I	1.5
	CG 351 - Storyboarding and Storytelling	2
RELATED AREA	IL 302 - Drawing for Animation I	2
LIBERAL ARTS	choice - see Liberal Arts Electives*	3
Semester 6		
MAJOR AREA	CG 322 - Interface Design	2
	CG 342 - Advanced 3D Computer Modeling	2
	CG 345 - 3D Computer Animation	2
	CG 352 - Music and Sound Design	2
	CG 353 - Motion Graphics	2
RELATED AREA	IL 303 - Drawing for Animation II	1.5
LIBERAL ARTS	choice - see Liberal Arts Electives*	6
Semester 7		
MAJOR AREA	CG 421 - Interactive Project Design	3
	CG 441 - Advanced 3D Animation	3
	CG 446 - Principles of Animation II	1.5
	CG 451 - Computer-Assisted Post-Production	2
	CG 452 - Music Production for Interactive and Animation Thesis Projects I	2
	CG 491 - Senior Project Planning	1.5
RELATED AREA	choice - see Related Area Elective**	1.5-3
LIBERAL ARTS	choice - see American History* G10	3
Semester 8		
MAJOR AREA	CG 422 - Interactive Production	3
	CG 442 - Animation Production	3
	CG 453 - Music Production for Interactive and Animation Thesis Projects II	1.5
	CG 492 - Senior Project	3
LIBERAL ARTS	choice - see Other World Civilizations* G9	3
	choice - see Liberal Arts Electives*	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	46
	RELATED AREA	5-6.5
	LIBERAL ARTS	18
Total Credits:		69-70.5

SUNY General Education Requirements:

A "G" followed by a number 1-10 identifies specific courses that meet SUNY General Education baccalaureate degree requirements (or visit fitnyc.edu/gened).

G1 Basic Communication; G2 Mathematics; G3 Natural Sciences; G4 Social Sciences; G5 Western Civilization; G6 The Arts; G7 Humanities; G8 Foreign Language; G9 Other World Civilizations; G10 American History.

***Requirements:** See below.

Liberal Arts Electives: 12 credits

Semester 5: CHOICE of any non-HA 3-credit liberal arts course.

Semester 6: CHOICE of any non-HA 3-credit liberal arts course, and CHOICE of any 3-credit liberal arts course.

Semester 8: CHOICE of any non-HA 3-credit liberal arts course.

American History: 3 credits

CHOICE of EN 271 or 272, or LA 221 or 392, or any other non-HA course that meets General Education American History requirement (G10).

Foreign Language:

The General Education Foreign Language requirement (G8) has been waived for the Computer Animation and Interactive Media major.

Other World Civilizations: 3 credits

CHOICE of HA 121, 221, 223, 224, 225, or 226 (any one of these meets G9).

****Related Area Elective:** 1.5-3 credits

Any course in Art and Design for which student has met prerequisites.

NOTE: CG 211, 212, 213, and 221 or their equivalents must be completed prior to application to the BFA program.