Computer Animation and Interactive Media BFA Degree Program

School of Art and Design

Applications accepted for fall only.   NYSED: 21881   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 positions in interaction design. Curriculum below is for the entering class of Fall 2015.

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*	3
	choice - see Liberal Arts/Art History*	3
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(s)**	1.5-3
LIBERAL ARTS	choice - see Liberal Arts/Art History*	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 Liberal Arts Electives*	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	46
	RELATED AREA	5-6.5
	LIBERAL ARTS	15
	Total Credits:	**66-67.5**

Fall 2015 Requirements: See below.

* Liberal Arts: 15 credits

- **Liberal Arts electives: 9 credits.** Select Liberal Arts courses from the following subject areas: **CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 261, 361, 461, 362, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) HE 201, or 301**, IT** (Italian), **JA** (Japanese), **MU** (Music) MU 202, 203, or 391, **HI** (History)**, MA** (Math), **LA** (Liberal Arts), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) PE 215, 216, 217, **PL** (Philosophy), **SC** (Science), **SP** (Spanish), and **SS** (Social Science). See Liberal Arts Courses.

- **Art History: 6 credits.** CHOICE of one (1) HA course that meets General Education Other World Civilizations requirement (G9), and CHOICE of one (1) additional HA course. See the full list of Art/Design History courses under HA: History of Art and Civilization.

**Related Area Elective (s): 1.5-3 credits
Course(s) 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.