

Computer Animation and Interactive Media BFA Degree Program

School of Art and Design

Applications accepted for fall only. NYSSED: 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 2016.

| 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 | 2 |
| | 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 | 2 |
| | CG 441 - Advanced 3D Animation | 3 |
| | CG 446 - Principles of Animation II | 2 |
| | CG 451 - Computer-Assisted Post-Production | 2 |
| | CG 452 - Music Production for Interactive and Animation Thesis Projects I | 2 |
| | CG 491 - Senior Project Planning | 2 |
| RELATED AREA | choice - see Related Area Elective(s)** | 1.5 |
| LIBERAL ARTS | choice - see Liberal Arts/Art History* | 3 |
| Semester 8 | | |
| MAJOR AREA | CG 422 - Interactive Production | 3 |
| | CG 442 - Animation Production | 2 |
| | CG 453 - Music Production for Interactive and Animation Thesis Projects II | 2 |
| | CG 492 - Senior Project | 3 |
| LIBERAL ARTS | choice - see Liberal Arts Electives* | 3 |
| TOTAL CREDIT REQUIREMENTS | | |
| | MAJOR AREA | 46 |
| | RELATED AREA | 5 |
| | LIBERAL ARTS | 15 |
| | Total Credits: | 66 |

Fall 2016 Requirements: See below

*** Liberal Arts: 15 credits**

- **Liberal Arts electives: 9 credits.** Select Liberal Arts courses (for which prerequisites have been met) from the following subject areas: **CH** (Chinese), **EN** (English), **FI** (Film and 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 Latin American and Caribbean Music (3 cr.), MU 203 Survey of American Music (3 cr.), or MU 391 (Honors) Masterpieces of Music in the European Classical Tradition (3 cr.), **HI** (History), **MA** (Math), **LA** (Liberal Arts), **MC** (Modern Languages and Cultures), **PE** (Physical Education and Dance) PE 215, 216, 217, **PL** (Philosophy), **SC** (Science), **SP** (Spanish), and **SS** (Social Sciences). 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 credits (minimum)**

Elective Course(s) in Art and Design (other than CG) for which prerequisites have been met

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