

# Animation, Interactive Media & Game Design

## School of Art and Design

Applications accepted for fall only. NYSSED: 21881 HEGIS 1099

The major in Animation, Interactive Media & Game Design 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 2019.

<b>Semester 5</b>		<b>Credits</b>
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
<b>Semester 6</b>		
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
<b>Semester 7</b>		
MAJOR AREA	CG 421 - Interactive Project Design	3
	CG 441 - Advanced 3D Animation	2
	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
<b>Semester 8</b>		
MAJOR AREA	CG 422 - Interactive Production	2.5
	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
<b>TOTAL CREDIT REQUIREMENTS</b>		
	MAJOR AREA	45.5
	RELATED AREA	5
	LIBERAL ARTS	15
	Total Credits:	65.5

**Fall 2019 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:  
**AB** (Arabic), **CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 205, 261, 361, 461, 362, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301, **IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History), **MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217, **PL** (Philosophy), **PO** (Portuguese), **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 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.