

# Animation, Interactive Media & Game Design BFA Degree Program

## School of Art and Design

Applications accepted for fall only. NYSED: 21881 CIP: 10.0304

The Animation, Interactive Media & Game Design program offers a comprehensive curricula through a sequence of courses in a real-world production environment, including scripting, storyboarding, modeling, rigging, animation, lighting, camera, compositing, sound editing, music and effects, as well as the exploration of various media such as performance, physical computing, projection mapping, virtual reality environments, augmented reality and other emerging technologies. Team productions include 2D and 3D animation and the use of Game Engines not only for game design but interactive media design and immersive environments for both animation and game design. Curriculum below is for the entering class of fall 2021.

Semester 5		Credits	Semester 8		
MAJOR AREA	CG 314 - Programming Concepts	2	MAJOR AREA	CG 422 - Interactive Production	2.5
	CG 321 - Design and Authoring for Interactive Media II	2		CG 442 - Animation Production	2
	CG 341 - 3D Modeling and Animation	2		CG 453 - Music Production for Interactive and Animation Thesis Projects II	2
	CG 344 - History of Animation	3		CG 492 - Senior Project	3
	CG 346 - Principles of Animation I	2	LIBERAL ARTS	choice - see Requirements*: Liberal Arts Elective(s)	3
	CG 351 - Storyboarding and Storytelling	2			
RELATED AREA	IL 302 - Drawing for Animation I	2	<b>TOTAL CREDIT REQUIREMENTS</b>		
LIBERAL ARTS	choice - see Requirements*: Liberal Arts Elective(s)	3		MAJOR AREA	45.5
				RELATED AREA	5
				LIBERAL ARTS	15
<b>Semester 6</b>				Total Credits:	65.5
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 Requirements*: Liberal Arts Elective(s)	3			
	choice - see Requirements*: 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 Requirements*: Related Area Elective(s)	1.5			
LIBERAL ARTS	choice - see Requirements*: Liberal Arts/Art History	3			

**\*Fall 2021 Requirements:** See below.

### **Liberal Arts: 15 credits**

- **Art History: 6 credits.** CHOICE of one (1) HA course that meets the 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.

### **Liberal Arts Elective(s): 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 and Media

Studies); FR (French); HA (History

of Art); HE (Health

Education) 201, 301; IT (Italian); JA (Japanese), MU (Music and History); MA (Math); MC (Modern Languages and

Cultures); PE (Physical Education and

Dance) 215, 216, 217, PL (Philosophy), PO (Portuguese),

SC (Science), SP (Spanish), and SS (Social

Sciences). Click on a prefix for a listing of

courses available in the subject area.

### **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.

Students who successfully complete the Animation, Interactive Media and Game Design BFA program will be able to:

1. Produce animation and interactive projects at a professional level, from concept to finished project.
2. Demonstrate competency in advanced 3D modeling and animation software (specifically modeling, rigging, lighting, texturing, and animation).
3. Use the software packages that are used in the industry, as well as have the ability to translate their artistic skills into any new software that they encounter.

4. Work within a team environment to create, plan, and execute both original stories through the art of animation and good interactive experiences for the user.
5. Have a foundation in the history of animation that empowers graduates to make the best moving images work in consonance with the best sound, color, perspective, and storytelling.
6. Integrate music and sound design into an established graphical context.
7. Have explored video as a means of communication and be able to produce content for both animation and interactive digital media.
8. Have a working knowledge of distribution methods and be prepared to approach the constant changes in media culture.