

<http://fitnyc.edu/computeranimation>

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 2024.

Animation, Interactive Media & Game Design BFA Degree Program 1

**\*Fall 2024 Requirements:** See below.

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

- **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.

**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) HE 201, HE 301; IT (Italian); JA (Japanese); HI (History); MA (Math); MC (Modern Languages and Cultures); MU (Music); PE (Physical Education and Dance) PE 215, PE 216, PE 217; PL (Philosophy), PO (Portuguese), SC (Science), SP (Spanish), and SS (Social Sciences). See Liberal Arts Courses.

### **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 271 or CG 211, CG 272 or CG 213, CG 273 or CG 212, and CG 274 or CG 221, or their equivalents must be completed prior to application to the Animation, Interactive Media & Game Design BFA program.

### **OVERALL BACHELOR'S DEGREE REQUIREMENTS**

FIT's 2+2 degree structure requires an earned AAS or equivalent plus all the BS or BFA degree requirements.

This structure includes the following overall bachelor's degree graduation requirements:

- 120–126 total earned credits
- 30 credits in General Education credits approved by the State University of New York (SUNY)

### **BFA degrees NASAD and New York State guidelines:**

- 12 credits art/design history
- 30 credits in Liberal Arts/General Studies
- 78–84 credits in major and related area, including a minimum of 24 credits in 300- to 400-level major and related area coursework

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.