

Fall 2025 Requirements: See below.

Liberal Arts and Sciences Course Content Requirements
(24 AAS credits* + 15 BFA credits = 39 credits total)

- **English: 6 credits.**
 - EN 131* (or EN 121 transferred or taken prior to Fall 2024)
 - CHOICE of any 200- or 300-level EN literature or speech course*
- **History of Art: 12 credits.**
 - 3 credits CHOICE of one (1) HA course that meets General Education Other World Civilizations requirement (meets G9).
 - 9 credits CHOICE of (3) additional courses (See the full list of Art/Design History courses under HA: History of Art and Civilization (meets G7))
- **Mathematics: 3 credits.** CHOICE of any MA that meets SUNY G2*
- **Natural Science: 3 credits.** CHOICE of any SC that meets SUNY G3*
- **General Education: 6 credits.*** CHOICE of two (2) courses to meet two (2) different SUNY General Education Areas:
 - Social Sciences (G4)
 - Western Civilization (G5)
 - Arts (G6)
 - Foreign Language (G8)
 - American History (G10)

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); EC (Economics); 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); PC (Political Science); PE (Physical Education and Dance) PE 215, PE 216, PE 217; PL (Philosophy), PO

(Portuguese), PY (Psychology); SC (Science), SO (Sociology); 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 and Game Design BFA program.

****Credits from AAS will apply as appropriate***

FIT's 2+2 degree structure requires an earned AAS or equivalent plus all the BS or BFA degree requirements. For more information, please see Requirements for Degree Completion.

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.