# Computer Animation Bachelor of Science

**Degree Type**
Bachelor of Science
**Environment**
online
**Program Length**
108 weeks
**Overview**
The Computer Animation curriculum is centered on real-world production processes. From storyboarding, sketching, and visual development to modeling, character animation, and final compositing, this Computer Animation curriculum takes you through the entire production pipeline. Our programs start by familiarizing you with the art concepts behind animation, drawing, sculpting, and other traditional forms of expression, which are essential parts of getting your art onto the computer. You will also learn the foundational principles behind computer-generated models, characters, animation, and compositing. Then you will apply those principles when developing films, TV shows, commercials, and games. By using the same hardware and software as professional animation studios, you will gain the skills you will need when you embark on your career. You will also have courses focusing on physical science, mythology, communication skills, and how to prepare yourself for the animation industry.
**Objective**
**Bachelor's Objective**  Our goal is to provide you with the focused knowledge and understanding of 3-D modeling and digital animation needed to qualify for such entry-level industry positions as scene builders, character artists, technical directors, performance animators, look development artists, and renderers. Besides the program's strong 3-D computer-graphics focus, you will build other skills in peripheral media and complete digital courses that will enhance your opportunities in related fields. In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will contribute to lifelong learning and provide you with tools to help sustain a long and productive professional career in the entertainment and media industries.

# Month 1

Month 1

| Code | Title | Credit Hours |
|------|-------|--------------|
| GEN1011 | Creative Presentation | 3.0 |

# Month 2

Month 2

| Code | Title | Credit Hours |
|------|-------|--------------|
| DEP1013 | Psychology of Play | 3.0 |

# Month 3

Month 3

| Code | Title | Credit Hours |
| --- | --- | --- |
| TEM1001 | Technology in the Entertainment and Media Industries | 4.0 |

# Month 4

Month 4

| Code | Title | Credit Hours |
| --- | --- | --- |
| ENC1101 | English Composition I | 4.0 |

# Month 5

Month 5

| Code | Title | Credit Hours |
| --- | --- | --- |
| CGA121 | 3-D Foundations | 4.0 |
| CGA101 | Fundamentals of Art I | 3.0 |

# Month 6

Month 6

| Code | Title | Credit Hours |
| --- | --- | --- |
| DIG1301 | Model Creation | 4.0 |

# Month 7

Month 7

| Code | Title | Credit Hours |
| --- | --- | --- |
| CGA103 | Fundamentals of Art II | 4.0 |

# Month 8

Month 8

| Code | Title | Credit Hours |
| --- | --- | --- |
| 3DA119 | Project and Portfolio I: 3-D Arts | 3.0 |
| CAN1111 | Professional Development Seminar I: Computer Animation | 1.0 |

# Month 9

Month 9

| Code | Title | Credit Hours |
|------|-------|--------------|
| CGA2112 | 3-D Animation I | 4.0 |

# Month 10

Month 10

| Code | Title | Credit Hours |
|------|-------|--------------|
| CGA3112 | 3-D Animation II | 4.0 |

# Month 11

Month 11

| Code | Title | Credit Hours |
|------|-------|--------------|
| 3DA229 | Project and Portfolio II: 3-D Arts | 3.0 |

# Month 12

Month 12

| Code | Title | Credit Hours |
|------|-------|--------------|
| GRA1161 | Shading and Lighting | 4.0 |

# Month 13

Month 13

| Code | Title | Credit Hours |
|------|-------|--------------|
| ART2006 | Art History | 4.0 |

# Month 14

Month 14

| Code | Title | Credit Hours |
|------|-------|--------------|
| MGF1213 | College Mathematics | 4.0 |

# Month 15

Month 15

| Code | Title | Credit Hours |
|---|---|---|
| CAB239 | Project and Portfolio III: Computer Animation | 3.0 |
| CAN2222 | Professional Development Seminar II: Computer Animation | 1.0 |

# Month 16

Month 16

| Code | Title | Credit Hours |
|---|---|---|
| CGA343 | Character Modeling Fundamentals | 4.0 |
| PHY1020 | Fundamentals of Physical Science | 4.0 |

# Month 17

Month 17

| Code | Title | Credit Hours |
|---|---|---|
| CGA366 | Visual Development | 4.0 |

# Month 18

Month 18

| Code | Title | Credit Hours |
|---|---|---|
| CGA3312 | Character Rigging | 3.0 |
| CAB349 | Project and Portfolio IV: Computer Animation | 3.0 |

# Month 19

Month 19

| Code | Title | Credit Hours |
|---|---|---|
| CGA4014 | Character Animation | 4.0 |
| VIC3003 | History of Visual Communications | 4.0 |

# Month 20

Month 20

| Code | Title | Credit Hours |
| --- | --- | --- |
| CGA4631 | Technical Animation | 3.0 |

# Month 21

Month 21

| Code | Title | Credit Hours |
| --- | --- | --- |
| CGA365 | Compositing Fundamentals | 3.0 |

# Month 22

Month 22

| Code | Title | Credit Hours |
| --- | --- | --- |
| CGA356 | Compositing and Scene Finishing | 4.0 |

# Month 23

Month 23

| Code | Title | Credit Hours |
| --- | --- | --- |
| CAB359 | Project and Portfolio V: Computer Animation | 3.0 |
| HIS3320 | Historical Archetypes and Mythology | 4.0 |

# Month 24

Month 24

| Code | Title | Credit Hours |
| --- | --- | --- |
| CGA462 | Animation Production | 3.0 |

# Month 25

Month 25

| Code | Title | Credit Hours |
| --- | --- | --- |
| CAB401 | Industry Production | 4.0 |

# Month 26

Month 26

| Code | Title | Credit Hours |
|------|-------|--------------|
| CAB469 | Project and Portfolio VI: Computer Animation | 3.0 |

# Month 27

Month 27

| Code | Title | Credit Hours |
|------|-------|--------------|
| CAB479 | Project and Portfolio VII: Computer Animation | 3.0 |
| CRR4000 | Career Readiness | 4.0 |
| | **Total Credit Hours** | **120** |