

3D IMAGING AND ANIMATION

BACHELOR OF FINE ARTS

Quarter Credit Hours Required = 186



This Bachelor of Fine Arts degree in 3D Imaging and Animation is designed to provide students with a strong foundation in the fundamentals of artistic design, story development, project management, digital content creation, and portfolio development, upon which is built an advanced skill set in 3D modeling, character design, animation, and video game simulation. Considerable emphasis is placed on the advancement and exhibition of a completed portfolio of work. The core structure is complemented by general education courses chosen for their significance and relevance to this field of study. The overall curriculum is carefully tailored toward producing an advanced and versatile 3D artist who is marketable to a wide range of employment opportunities.

Upon successful completion of this program, students should be able to

- visualize the growth and direction of the 3D imaging and animation industry for film, game and simulation design;
- execute the principle techniques of 3D modeling and animation for content related to film, game, and simulation design;
- develop media-rich content utilizing 3D applications and compositing software;
- conceptualize, design, and plan animated works utilizing story development and artistic techniques;
- produce game character models and level designs for use with existing game engines;
- implement knowledge of entertainment law for the protection of personal work;
- demonstrate abilities based on a completed portfolio of work;
- establish a presence on the web for networking and personal marketing; and
- coordinate a successful job search.

FOUNDATION:		Quarter Credit Hours
CGI 4900	Computer-Generated Imaging Portfolio Development	6
EDU 1010	Learning Framework	4
Total Minimum Required Foundation Credits		10

AREA OF CONCENTRATION:		
ART 1020	Introduction to Drawing	3
CGI 1010	Introduction to Computer Graphics	3
CGI 1300	Digital Painting	3
CGI 1600	Storyboarding and Cinematography	3
CGI 1650	Audio and Video Production	3
CGI 2010	Photoshop I	3
CGI 2100	Three-Dimensional Fundamentals	6
CGI 2200	Modeling I	6
CGI 2250	Modeling II	6
CGI 2300	Surfacing	6
CGI 2350	Lighting Effects	6
CGI 3100	Animation Fundamentals	6
CGI 3200	Character Development	6
CGI 3400	Dynamics and Special Effects	6
CGI 3450	Character Motion Studies	6
CGI 3500	Introduction to Scripting	3
CGI 4100	Introduction to Game Design	3
CGI 4200	Level Design	6
CGI 4250	Mod Development	6
CGI 4700	Computer-Generated Imaging Senior Project I	6
Total Minimum Required Area of Concentration Credits		96

AREA OF CONCENTRATION ELECTIVES:

A minimum of 24 quarter credit hours are to be selected in consultation with the Program Director from approved Virginia College courses to effectuate the student's specific needs to meet their career goals or transferred from another accredited institution. At least 9 quarter credit hours must be 3000- and 4000-level courses.

Total Minimum Area of Concentration Elective Credits	24
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GENERAL EDUCATION:

These courses are to be selected in consultation with the Program Director so as to effectuate a balanced educational program. Select a total (minimum) of 56 quarter credit hours as indicated below. At least 8 quarter credit hours must be 3000-level courses.

Communications	12
Humanities and Fine Arts	4
Mathematics	8
Social and Behavioral Sciences	8
Approved General Education Electives	24
Total Minimum Required General Education Credits	56

TOTAL MINIMUM QUARTER CREDIT HOURS REQUIRED	186
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