

ANIMATION AND GAME DESIGN

BACHELOR OF FINE ARTS DEGREE

Quarter Credit Hours Required = 186

This Bachelor of Fine Arts degree in Animation and Game Design 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 game content development. 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 animation industry for film and gaming;
- execute the principle techniques of 3D modeling and animation for content related to film and game design;
- integrate knowledge of CAD with 3D applications to produce architectural and mechanical visualizations;
- 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

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| CGI 4900 | Computer-Generated Imaging Portfolio Development | 6 |
| EDU 1010 | Learning Framework | 4 |
| Total Minimum Required Foundation Credits | | 10 |

AREA OF CONCENTRATION:

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| 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 2030 | Photoshop II | 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 |
| CGI 4750 | Game Design Project..... | 6 |
| Total Minimum Required Area of Concentration Credits | | 105 |

AREA OF CONCENTRATION ELECTIVES:

A minimum of 15 credit hours are to be selected in consultation with the Program Director from approved design-related courses completed at Virginia College or transferred from another accredited institution.

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| Total Minimum Area of Concentration Elective Credits | 15 |
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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 credit hours as indicated below:

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| 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 |

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| TOTAL MINIMUM QUARTER CREDIT HOURS REQUIRED | 186 |
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