

B.A. Digital Arts and Animation: Technical Art Concentration
124 Credits

✓	Course Prefix	Course Title	Credits	Prerequisites
*Remedial Courses				
	MATH003	Intermediate Algebra	**3	None
	ENG050	Grammar and Composition	**3	None
First Academic Year (Fall, Spring, and Summer)				
	ART100	2D Design 1	3	None
	ART110	Sketching	3	None
	ENG100	English Composition	3	Placement Test or ENG050
	HUM120 (recommended)	Nature and History of Western Art	3	None
	MATH115	College Algebra and Trigonometry	3	Placement Test or MATH003
	ART105	Color Theory	3	ART100
	DAA106	Digital Imaging Concepts	3	ART100
	ART115	Figure Drawing 1	3	ART110
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
Second Academic Year (Fall, Spring, and Summer)				
	ART212	Perspective and Rendering	3	ART110
	ART230	Introduction to Sculpture	3	ART115
	DAA240	Introduction to 3D Modeling	3	ART100
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
	ART108	Introduction to Photography	3	ART100
	DAA220	Video Editing	3	ART100
	BUS110 or BUS125 or BUS270 or DAT484	Introduction to Management or Business Law or Project Management or MediaWorks for Animation Students	3	None None ENG100 Faculty Approval
	CS100	Introduction to Scripting: Python	3	None
	General Education Course	Please see General Education	3	As Required

** Remedial classes are required when a placement test is not passed.*

*** Remedial class credits are not counted towards earning a degree.*

✓	Course Prefix	Course Title	Credits	Prerequisites
Third Academic Year (Fall, Spring, and Summer)				
	DAA244	Introduction to 3D Animation Principles	3	DAA240
	DAA245	Texturing	3	DAA240
	DAA310	Storyboarding	3	ART115 and ART212
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
	DAA267	Character Rigging	3	DAA240
	DAA248	Lighting and Layout 1	3	DAA245
	MATH215	Mathematics for Computer Graphics	3	MATH115, CS100, and DAA244
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
Fourth Academic Year (Fall, Spring, and Summer)				
	CS285	C++ Programming: Object Oriented Programming	4	CS100 or CS110 or CS212
	DAA480T or DAA476	Technical Art Portfolio 1 or Animated Film Production	3	Senior Status or Faculty approval
	DAA325 or DAA442	Advanced Character Rigging or Advanced Lighting and Layout	3	DAA267 or DAA248
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
	DAA358 or DAA326	Dynamics or Advanced Texturing	3	DAA244 and CS100 or DAA245
	DAA340	Modeling 1	3	DAA240
	DAA400 or SWE449	Compositing and Special Effects or Tools Programming	3	DAA245 or CS100
	DAA485T or DAA476	Technical Art Portfolio 2 or Animated Film Production	3	DAA480T or Faculty approval
	Elective or INT401	Any Advisor approved course or Internship 1	3	As required
	General Education Course	Please see General Education	3	As Required

*** Remedial classes are required when a placement test is not passed.**

**** Remedial class credits are not counted towards earning a degree.**