

## **B.S. Digital Arts Engineering**

### **126 Credits**

✓	Course Prefix	Course Title	Credits	Prerequisites
<b>*Remedial Courses</b>				
	MATH003	Intermediate Algebra	<b>**3</b>	<b>None</b>
	ENG050	Grammar and Composition	<b>**3</b>	<b>None</b>
<b>***Additional Math Courses</b>				
	<b>MATH116</b>	Pre-Calculus	<b>***4</b>	Placement Test or MATH003
<b>First Academic Year (Fall, Spring, and Summer)</b>				
	<b>ART100</b>	2D Design 1	3	None
	<b>ART110</b>	Sketching	3	None
	<b>ENG100</b>	English Composition	3	Placement Test or ENG050
	<b>MATH143</b>	Calculus 1	3	Placement Test or MATH116
	<b>CS100</b>	Introduction to Scripting: Python	3	None
	<b>DAA240</b>	Introduction to 3D Modeling	3	ART100
	<b>MATH144</b>	Calculus 2	3	MATH143
	<b>SCI145</b>	College Physics 1	4	MATH143
	<b>CS110</b>	C Programming	4	MATH115 or MATH116
	<b>General Education Course</b>	Please see General Education	3	As Required
<b>Second Academic Year (Fall, Spring, and Summer)</b>				
	<b>ART105</b>	Color Theory	3	ART100
	<b>ENG220</b>	Technical Writing	3	ENG100
	<b>MATH245</b>	Calculus 3	3	MATH144
	<b>CS212</b>	Java Programming	4	CS110
	<b>CS295</b>	Data Structures and Algorithms	4	CS110 or CS285
	<b>DAA244</b>	Introduction to 3D Animation Principles	3	DAA240
	<b>DAA245</b>	Texturing	3	DAA240
	<b>ENG250</b>	Speech and Oral Communication	3	ENG100
	<b>MATH295</b>	Discrete Mathematics	3	MATH144
	<b>CS285</b>	C++ Programming: Object Oriented Programming	4	CS100 or CS110 or CS212

**\* 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
<b>Third Academic Year (Fall, Spring, and Summer)</b>				
	<b>DAA248</b>	Lighting and Layout 1	3	DAA245
	<b>DAA267</b>	Character Rigging	3	DAA240
	<b>MATH320</b>	Geometry and Transformation	3	MATH144
	<b>CS221</b>	Linux Programming Environment	3	CS110
	<b>General Education Course</b>	Please see General Education	3	As Required
	<b>DAA356</b>	Production Pipeline	3	DAA240 and CS100
	<b>DAA400</b>	Compositing and Special Effects	3	DAA245
	<b>General Education Course</b>	Please see General Education	3	As Required
	<b>General Education Course</b>	Please see General Education	3	As Required
	<b>General Education Course</b>	Please see General Education	3	As Required
<b>Fourth Academic Year (Fall, Spring, and Summer)</b>				
	<b>DAA358</b>	Dynamics	3	DAA244 and CS100
	<b>SWE449</b>	Tools Programming	3	CS100
	<b>Elective or INT401</b>	Advisor approved course or Internship 1	3	As required
	<b>General Education Course</b>	Please see General Education	3	As Required
	<b>General Education Course</b>	Please see General Education	3	As Required
	<b>Elective or BUS270</b>	Engineering course or Project Management	3	As required
	<b>Elective or INT401</b>	Advisor approved course or Internship 1	3	As required
	<b>HUM400</b>	Research and Writing Capstone Project	3	Senior Status
	<b>General Education Course</b>	Please see General Education	3	As Required
	<b>General Education Course</b>	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.*