

**BA in Digital Art and Animation (DAA) Curriculum
3D Modeling Concentration**

Digital Art and Animation Core Courses - 36 Credits

Course Number	Course Name	Credits
ART100	2D Design 1	3
ART105	Color Theory	3
DAA106	Digital Imaging Concepts	3
ART110	Sketching	3
ART115	Figure Drawing 1	3
ART212	Perspective and Rendering	3
DAA240	Introduction to 3D Modeling	3
DAA244	Introduction to 3D Animation Principles	3
CS100	Introduction to Scripting: Python	3
DAA480	Portfolio 1	3
DAA 476 or DAA483	Animated Film Production or MediaWorks	3
DAA474 or DAA 476 or DAA477 or DAA483 or DAA485	Animated Film Pre-Production or Animated Film Production or Animated Film Post-Production or MediaWorks or Portfolio 2	3

3D Modeling Concentration Courses - 36 credits

Course Number	Course Name	Credits
ART230	Introduction to Sculpture	3
DAA250	Digital Sculpture	3
DAA267	Character Rigging	3
DAA245	Texturing	3
DAA248	Lighting and Layout 1	3
DAA340	Modeling 1	3
DAA345	Modeling 2	3
DAA370	Concept Design	3
DAA440	Modeling 3	3
DAA326 or DAA442	Advanced Texturing or Advanced Lighting and Layout	3
GAM250	Game 3D Asset Creation	3
GAM370	Environment Art	3

Electives - 6 credits		
Course Number	Course Name	Credits
Elective	Elective or Internship	3
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General Education Courses for Non-Engineering Majors - 45 credits		
Total 123 Credits		

**Remedial classes are required when a placement test is not passed.
 ** Remedial class credits are not counted towards earning a degree.*