

## B.A. Digital Art and Animation 3D Modeling Concentration 123 Credits

Remedial Courses * **				
✓	Course number	Course Name	Credits	Prerequisite
	MATH050	Basic Algebra	**3	None
	ENG050	Grammar and Composition	**3	None
Trimester 1 & 2				
✓	Course number	Course Name	Credits	Prerequisite
	ART100	2D Design 1 ◊	3	None
	ART110	Sketching ◊	3	None
	DAA106	Digital Imaging Concepts ◊	3	None
	HUM100	Disruptive Imagination ◊	3	None
	ENG100	English Composition ◊	3	Placement Test or ENG050
	ART105	Color Theory	3	None
	DAA240	Introduction to 3D Modeling	3	DAA106
	ART212	Perspective and Rendering	3	ART110
	ART115	Figure Drawing 1	3	ART100
	MATH112	College Algebra	3	Placement Test or MATH050
		◊ Recommended first term courses		
Trimester 3 & 4				
✓	Course number	Course Name	Credits	Prerequisite
	DAA244	Introduction to 3D Animation Principles	3	DAA240
	ART230	Introduction to Sculpture	3	ART115
	DAA340	Modeling 1	3	DAA240
	GE Course	Please see General Education Requirements	3	As Required
	GE Course	Please see General Education Requirements	3	As Required
	DAA370	Concept Design	3	ART212
	DAA245	Texturing	3	DAA240
	DAA250	Digital Sculpture	3	DAA240
	GE Course	Please see General Education Requirements	3	As Required
	GE Course	Please see General Education Requirements	3	As Required
Trimester 5 & 6				
✓	Course number	Course Name	Credits	Prerequisite
	GAM250	Game 3D Asset Creation	3	DAA240
	DAA248	Lighting and Layout 1	3	DAA245
	CS100	Introduction to Scripting: Python	3	None
	GE Course	Please see General Education Requirements	3	As Required
	GE Course	Please see General Education Requirements	3	As Required
	GAM370	Environment Art	3	DAA340
	DAA345	Modeling 2	3	DAA340

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

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

	DAA267	Character Rigging	3	DAA244
	GE Course	Please see General Education Requirements	3	As Required
	GE Course	Please see General Education Requirements	3	As Required
<b>Trimester 7 &amp; 8</b>				
✓	<b>Course number</b>	<b>Course Name</b>	<b>Credits</b>	<b>Prerequisite</b>
	DAA248 or DAA326	Advanced Lighting and Layout or Advanced Texturing	3	DAA248  DAA326
	DAA440	Modeling 3	3	DAA340
	DAA476 or DAA484	Animated Film Production or MediaWorks	3	Faculty approval
	DAA480M	Animation Portfolio 1	3	As Required
	GE Course	Please see General Education Requirements	3	As Required
	GE Course	Please see General Education Requirements	3	As Required
	DAA485M or DAA474 or DAA476 or DAA477	Modeling Portfolio 2 or Animated Film Pre-Production or Animated Film Production or Animated Film Post-Production	3	DAA480M  Faculty approval
	Elective	Elective or Internship	3	As required
	Elective	Elective or Internship	3	As required
	GE Course	Please see General Education Requirements	3	As Required
	GE Course	Please see General Education Requirements	3	As Required

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