



**School of Communication and the Arts**  
**FACT SHEET**  
**Bachelor of Arts in Animation**  
**Program Description**

The goal of this program is to provide students with an education in art, design and technology to develop the basic skills needed to perform the standard phases of animation: conceptualization, modeling and construction, texturing, animation, etc; and, because we are a Christian university, they will learn how to incorporate a Christian worldview into their learning process and product. The program combines traditional and digital skills. A significant outcome is that students will exhibit an intellectual and logical progression of learning, and master skills that will equip them for personal and professional success.

This a liberal arts degree, with 53 of the 120 credits required for graduation taken from the proscribed animation course of study.

**Degree Outcomes**

- 1. Conceptualization:** Scripting, storyboarding, character development, animatic. sound, issues of adaptation, copyright and pitching will be covered.
- 2. Modeling and Construction:** Construction of the wire frame and kinematic structures for characters/objects to be animated within their environments will be covered. This will include both Polygonal and NURBS modeling issues.
- 3. Texturing:** Creation of surface information and details for all the created objects are covered in this step. Issues of rendering effects and optimizing for speed will be stressed.
- 4. Animation:** Movement, exaggeration, expression, character animation and timing are addressed at this point.
- 5. Digital Cinematography:** Camera angle and movement, lighting, particles and environmental effects will be covered in this step.
- 6. Post Production:** This step includes rendering of elements, compositing, editing, layback to audio and getting the final product to its proper media (DVD, Internet, Film, VHS, d-Beta, BetaSP, etc.).
- 7. Faith and Learning:** How and why your Christian worldview can impact your ability to learn now and perform later in your chosen field.

## Program Requirements

Each student must have their own laptop with the proper software loaded. See advisor for latest requirements.

## University Requirement

45 Credits in General Education subjects as defined in the catalog.

### Required Courses (53 credit hours)

COMU 100	The Christian Role in the Arts Today (cornerstone)	3	
CTVU 102	Cinema-Television Equipment Workshop	1	
CTVU 210	Storytelling and Scriptwriting	3	
ANIM 100	Fundamentals of Animation	3	
ANIM 103	Introduction to Digital Art	3	
ANIM 112	Fundamentals of 2D Computer Based Animation	3	
ANIM 115	Compositing and Sound for Animators	3	
ANIM 202	Art Studio 1: Life Drawing	1	
ANIM 203	3-Dimensional Animation	3	
ANIM 210	Writing for Animation	3	
ANIM 211	Art Studio 2: Storyboarding	1	
ANIM 213	Character Design, Rigging, and Animation	3	
	Or		
ANIM 218	Advanced 2D Computer Animation Techniques	3	
ANIM 302	Art Studio 3: Gesture Drawing	1	
ANIM 310	The Business of Animation	3	
ANIM 312	Art Studio 4: Advanced Perspective	1	
ANIM 344	History of Animation I: 1906 to 1950	3	
ANIM 345	History of Animation 2:1950 to Present	3	
ANIM 400	Portfolio Preparation	1	
ANIM 402	Art Studio 5: Comparative Anatomy for Illustrators & Animators		1
ANIM 412	Art Studio 6: Cartooning	1	
ANIM 413	Graphics for Television	3	
ANIM 450	Special Effects for Film & Television	3	
ANIM 496	Culminating Project	3	

### Department Chair:

Peggy Southerland – [peggys@regent.edu](mailto:peggys@regent.edu) or 757-352-4698

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