

The Bachelor of Arts degree with a major in Animation is a 120 credit hour degree, with 51 credits of major study in the CTV department. The course of study breaks down as follows:

49 Credit hours	General Education
51 Credit hours	Cinema-Television Courses
20 Credit hours	Electives (within or outside of CTV)

The goals of the BA, with an Animation major are as follows:

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.

Course Requirements for the Bachelor of Arts degree in Animation: 51 credits

Animation Major: 51 Credits

COMU 100	The Christian Role in the Arts Today (cornerstone)	3
CTVU 100	Cinema-Television Equipment Workshop	1
CTVU 210	Storytelling and Scriptwriting	3
CTVU 258	Audio Production	3
CTVU 270	Editing Theory	3
CTVU 371	Non-linear Video Editing	3
ANIM 103	Introduction to Digital Art	2
ANIM 112	Introduction to Web Based Graphics & Animation	3
ANIM 202	Art Studio I: Life Drawing	3
ANIM 212	Art Studio II: Drawing for Animation	3
ANIM 300	History of Animation	3
ANIM 303	3-Dimensional Animation in Maya	3
ANIM 310	The Business of Animation	3
ANIM 313	Character Design, Rigging, and Animation	3
ANIM 403	Advanced 3D Animation Techniques	3
ANIM 413	Graphics for Television	3
ANIM 416	Culminating Project	3
ANIM 423	Special Effects for Film & Television	3

Plus 9 advisor approved university wide upper level electives.

Course Descriptions

Animation Major Courses

COMU 100 The Christian Role in the Arts Today (3) A critical study, through lectures, readings, viewings and discussion, of the ways in which Christian principles can be applied to the arts. It will also give students an introduction to the methodologies and language of the arts.

CTVU 100 Cinema-Television Equipment Workshop (1)

Required for those who plan to check out equipment for media projects. In an intensive time frame video cameras, grip/electric, sound basics, set operations, laptop proficiency, and the film cameras are studied.

CTVU 210 Storytelling & Screenwriting (3) Study of the way meaning is structured and perceived in the screen image of both film and video; introduction to basic narrative and screenwriting techniques. Includes viewing and analysis of narrative examples. Class includes three lecture hours and one two-hour film screening each week.

CTVU 258 Audio Production (3) Provides the student with an understanding of the techniques and practices of sound recording for location, TV studio, and ADR and Foley in the film and television industries, including double and single system techniques, as well as sound recording equipment.

CTVU 270 Editing Theory (3) Theory and practice of editing and post-production for both film and video. Aesthetics of narrative and documentary editing stressed, for both picture and sound.

CTVU 371 Non-Linear Video Editing (3) A study of non-linear editing technologies used in the television and video industries. Primarily concerned with the editing process as it affects projects, which regardless of the origination format, will be finished on a videotape format. Pre-requisite or concurrent registration: CTVU 270 Editing Theory.

ANIM 103 Introduction to Digital Art (2) An introduction to the creation of digital art using Adobe Photoshop and Illustrator. Students explore the medium of digital photography and its application to individual expression. Students are required to have an approved laptop with Illustrator and Photoshop and access to a digital camera.

ANIM 112 Web-Based Graphics and Animation (3) Students explore web-based animation techniques using *Toon-Boom* and other web-related software packages. Pre-requisite or concurrent registration: ANIM 103 Introduction to Digital Art

ANIM 202 Art Studio 1: Life Drawing (3) Students gain an understanding of the skills needed to draw human forms. Assignments facilitate skill development with application to the creation of animated characters.

ANIM 212 Art Studio 2: Drawing for Animation (3) Students develop an understanding of the skills needed to create animation with attention to storyboarding.

ANIM 300 History of Animation (3) A critical look at the styles of animation, both the American and International. Students view animation and analyze the social and technical factors that shaped the evolution of this art form.

ANIM 303 3-Dimensional Animation in Maya (3) A study of 3D animation principles using Autodesk's Maya. Students are required to have an approved laptop with Autodesk's Maya software.

Pre-requisite: ANIM 103 Introduction to Digital Art

ANIM 310 The Business of Animation (3) Explores the roles of the various people and positions involved in the production of animation. Pitching, budgeting, and business plans are covered. Each student submits a budget and business plan for a project. Students also present a pitch for their final project.

ANIM 313 Character Design, Rigging and Animation (3) Students gain the skills required to rig and animate characters in Maya. A fully planned, animated, rendered, and edited 10-second animation is required. Students are required to have an approved laptop with Autodesk Maya software, Adobe Photoshop, Premiere and After Effects.
Pre-requisite: ANIM 303 3-Dimensional Animation in Maya

ANIM 403 Advanced 3D Animation Techniques (3) Texture mapping, lighting, cameras, dynamics, rendering techniques and MEL are addressed.
Pre-requisite: ANIM 313 Character Design, Rigging and Animation

ANIM 413 Graphics for Television (3) Students learn graphics needed for television news, sports, promotion and advertising. The course examines the needs of each area, issues of typography and how to design for the Chyron Duet and other systems currently used in Post-Production and live Production.
Pre-requisites: ANIM 303 3-Dimensional Animation in Maya, CTVU 371 Non-Linear Video Editing.

ANIM 416 Culminating Project (3) Under the supervision of the instructor, students work independently to develop a 5-minute animation project, meeting weekly to discuss their progress.
Pre-requisite: Permission of Advisor and instructor

ANIM 423 Special Effects for Film and Television (3) A study of the history of special effects in film and television as well as hands-on projects that demonstrate the techniques needed to work with green screen, miniatures, CGI, lighting techniques, cloud tanks/liquids, glass mattes, editing tricks, shooting tricks and color correction. Motion capture, motion control, stunts and wire tricks are also discussed.
Pre-requisites: ANIM 303 3-Dimensional Animation in Maya, CTVU 371 Non-Linear Video Editing.

B. Electives

ANIM 450 Independent/Directed Study (3) The independent study affords the student an opportunity for specialized research or project in the field of animation. An independent study cannot be offered for a course that is already designated and listed. Students must submit a written proposal stating the reason for and parameters of the project, as well as a comprehensive schedule for its completion within the semester format.
Prerequisite: Senior standing and permission of advisor.

ANIM 480 Production Practicum (3) Students work on the crew of any cinema-television production, animation project, or advanced degree class project within the School of Communication and the Arts. Students may work on up to three productions, obtaining one credit per production with approval of the faculty executive producer overseeing each project.

Animation Course Rotation

Year 1

Fall

- The Christian Role in the Arts Today
- Cinema-Television Equipment Workshop
- Introduction to Digital Art

Spring

- Introduction to Web Based Graphics & Animation

Year 2

Fall

- Storytelling and Scriptwriting
- Art Studio I: Life Drawing

Spring

- Audio Production
- Editing Theory
- Art Studio II: Drawing for Animation

Year 3

Fall

- History of Animation
- 3-Dimensional Animation in Maya

Spring

- Non-linear Video Editing
- The Business of Animation
- Character Design, Rigging, and Animation

Year 4

Fall

- Advanced 3D Animation Techniques
- Graphics for Television

Spring

- Special Effects for Film & Television
- Culminating Project