Animation Checksheet

BAA in Animation Requirements (57 hours plus Minor)
Students may declare an Animation BAA major immediately upon enrolling at CMU. No portfolio or application required.

BFA in Animation Requirements (78 hours)
Acceptance to the Animation BFA is contingent on portfolio review. Students may apply for acceptance when they have completed or are currently enrolled in ART 106, 125, 207; and in one of the following courses: ART 220, 222, 224.

Core I: Art Foundations (12 hours)
- ☐ ART 106 Intro to Drawing
- ☐ ART 117 Intro to Cont. Issues in Art
- ☐ ART 119 Design Foundations
- ☐ ART 125 Digital Design

Cores II: Art History I (6 hours)
- ☐ ART 283 Intro To Western Art I
- ☐ ART 285 Intro To Western Art II

Core III: Studio Art Courses (BAA 9 hrs / BFA 12 hrs)
- ☐ ART 207 Intro to Animation
- ☐ Studio Art #2: Intro Course
- ☐ Studio Art #3: Intro Course
- ☐ Studio Art #4: Mid-level Course

After ART 207 Intro to Animation, choose two intro-level Studio Art courses and and one mid- level Studio Art course.
*Intro-level courses include: ART 214 Intro to Ceramics; **ART 217 Intro to Figure Drawing**; ART 231 Intro to Graphic Design;*
ART 233 Intro to Painting; ART 241 Intro to Photography; ART 251 Intro to Printmaking; ART 261 Intro to Sculpture

Cores IV: Art History II (BAA 6 hrs / BFA 12 hrs)
- ☐ ART 277 History of Animation #1
- ☐ Art History Elective #2 (300 level)
- ☐ Art History Elective #3 (300 level)
- ☐ Art History Elective #4 (300 level)

Art Participation (BAA 2 Semesters / BFA 4 Semesters)
- ☐ ART 096 Art Participation #1
- ☐ ART 096 Art Participation #2
- ☐ ART 096 Art Participation #3
- ☐ ART 096 Art Participation #4

Animation Required Courses I (BAA choose 3 hrs / BFA choose 6 hrs)
- ☐ ART 220 Animation Drawing I
- ☐ ART 224 Computer Animation I: Foundations
- ☐ ART 228 Stop Motion Animation
- ☐ ART 323 Digital Sculpture

Animation Required Courses II (BAA choose 6 hrs / BFA 9 hrs)
- ☐ ART 308 Storyboarding for Digital Media*
- ☐ ART 309 Illustration & Concept Development*
- ☐ ART 322 Motion Design for Animators*

Animation Required Courses III (BFA 12 hrs)
- ☐ ART 420 Animation Jr. Studio I: Micro-Shorts
- ☐ ART 422 Animation Jr. Studio II: Short Form
- ☐ ART 520 Animation Sr. Project I*
- ☐ ART 522 Animation Sr. Project II*

Animation Capstone (BAA 3 hrs / BFA 3 hrs)
- ☐ ART 399 Anim. BAA Portfolio/Prof. Practices
- ☐ ART 477 Anim. BFA Portfolio/Prof. Practices

Animation Electives (BAA 9 hrs / BFA 6 hrs)
- ☐ ART 220 Animation Drawing I
- ☐ ART 224 Computer Animation I: Foundations
- ☐ ART 228 Stop Motion Animation*
- ☐ ART 320 Animation Drawing II*
- ☐ ART 321 Character Performance for Animators*
- ☐ ART 323 Digital Sculpting for Animation
- ☐ ART 324 3D Computer Anim. II: Characters*
- ☐ ART 325 3D Computer Anim. III: Environments*
- ☐ ART 326 2D Animation Projects*
- ☐ ART 327 Alternative Animation Strategies*
- ☐ ART 408 3D Animation Projects*
- ☐ ART 409 Advanced Animation Production*

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* Indicates courses that can be repeated for credit with consent by the instructor.

General Education Requirements (45–48 hours)

These courses are required of all students at Central Michigan University. See the Bulletin for lists of courses that meet these requirements.

Competency Requirements (18–21 hrs)

Writing
- ☐☐ Freshman Composition
- ☐ Intermediate Composition ENG 201
- ☐☐☐☐ Writing Intensive (12 Hours)

Mathematics and Quantitative Reasoning
- ☐ Mathematics
- ☐ Quantitative Reasoning

Oral English
- ☐ Oral English

University Program Requirements (27 hrs)

Group I: Humanities
- ☐ Human Events & Ideas (Group I A)
- ☐ The Arts (Group I B)

Group II: Natural Sciences
- ☐ Descriptive Sciences (Group II A)
- ☐ Mathematical & Quantitative (Group II B)
- ☐ Group II Lab Requirement

Group III: Social Sciences
- ☐ Behavioral Sciences (Group III A)
- ☐ Studies in Social Structures (Group III B)

Group IV: Global Cultures & Diversity
- ☐ Studies in Global Cultures (Group IV B)
- ☐ Studies in Racism& Diversity in U.S. (Group IV C)

UP Elective
- ☐ One course from any UP subgroup