## BFA in Art - Digital Animation Concentration

### Digital Animation Concentration
- Art, BFA Digital Animation requires at least 120 credit hours.
- 36 of 120 credit hours must be taken at 300 level or higher.
- No more than 6 credit hours of HPE may count in degree requirements.
- 12 of the last 18 credit hours must be taken at UAH, with an overall 25% of coursework taken at UAH.
- No more than 60 credit hours from a two-year school can be applied toward a UAH degree.
- For graduation application instructions, see here [http://catalog.uah.edu/undergrad/policies-procedures/application-graduation](http://catalog.uah.edu/undergrad/policies-procedures/application-graduation).

### Freshman Composition
- EH 101 COLLEGE WRITING I
- EH 102 COLLEGE WRITING II

### Humanities and Fine Arts
- 12 hours of Humanities and Fine Arts chosen from the following categories below
  - Fine Arts: Choose one
    - MU 100 INTRO TO MUSIC LITERATURE
    - TH 122 THEATRE APPRECIATION
  - Literature: Choose one or two
    - Students must have a two course sequence in either Literature or History.
    - EH 207 READINGS LITERATURE/CULTURE I
    - or EH 242 MYTHOLOGY
    - EH 208 READINGS LITERATURE/CULTURE 2

### Foreign Language Requirement
- Any WLC 100 or 200 level course

### Mathematics and Natural Sciences
- Mathematics: Choose one
  - MA 107 ALGEBRA WITH APPLICATIONS
  - MA 110 FINITE MATHEMATICS
  - MA 112 PRECALCULUS ALGEBRA
  - MA 113 PRECALCULUS TRIGONOMETRY
  - MA 115 PRECALCULUS ALGEBRA & TRIG
  - MA 120 MATH PROFESSIONAL APPLICATIONS
  - MA 171 CALCULUS A
- Natural Sciences: Choose two
  - AST 106 EXPLORING THE COSMOS I
  - AST 107 EXPLORING THE COSMOS II
  - BYS 119 PRINCIPLES OF BIOLOGY
  - BYS 120 ORGANISMAL BIOLOGY
  - CH 101 INTRO TO CHEMISTRY
  - & CH 105 and INTRO CHEMISTRY LAB
  - CH 123 GENERAL CHEMISTRY II
  - & CH 126 and GENERAL CHEMISTRY LAB II
### ESS 103
- **ENVIRONMENTAL EARTH SCIENCE**

### ESS 111
- **CLIMATE AND GLOBAL CHANGE**

### PH 100
- **CONCEPTUAL PHYSICS**

### PH 101
- **GENERAL PHYSICS I**

### PH 102
- **GENERAL PHYSICS II**

### PH 111
- **GEN PHYSICS W/CALCULUS I**

### PH 111 & PH 114
- **GEN PHYSICS W/CALC II and GENERAL PHYSICS LAB I**

### PH 112
- **GEN PHYSICS W/CALC II and GENERAL PHYSICS LAB II**

### PH 113/116
- **GEN PHYSICS W/CALC III**

### History and Social and Behavioral Sciences

**12 hours of History and Social and Behavioral Sciences chosen from the following categories below**

#### History: Choose one or two
- **HY 103** WORLD HISTORY TO 1500
- **HY 104** WORLD HISTORY SINCE 1500
- **HY 221** UNITED STATES TO 1877
- **HY 222** UNITED STATES SINCE 1877

#### Social and Behavioral Sciences: Choose two or three
- **ECN 142** PRINC OF MACROECONOMICS
- **ECN 143** PRINC OF MICROECONOMICS
- **GS 200** GLOBAL SYSTEMS AND CULTURES
- **GY 105** WORLD REGIONAL GEOGRAPHY
- **GY 110** PRINCIPLES OF HUMAN GEOGRAPHY
- **PSC 101** INTRO TO AMERICAN GOVERNMENT
- **PSC 102** INTRO TO COMPARATIVE POLITICS
- **PY 101** GENERAL PSYCHOLOGY I
- **PY 201** LIFE-SPAN DEVELOPMENT
- **SOC 100** INTRO TO SOCIOLOGY
- **SOC 102** ANALYSIS OF SOCIAL PROBLEMS
- **SOC 105** INTRO CULTURAL ANTHROPOLOGY
- **SOC 150** SOCIOLOGICAL PERSP TECH & SCI

### Pre-professional

**21**

Choose two Art History courses from the following:
- **ARH 100** ARH SURV:ANCIENT-MEDIEVAL
- **ARH 101** ARH SURV:RENAISSANCE-MODERN
- **ARH 103** ARH SUR:NON-WESTERN TRADITIONS

#### Foundations:
- **ARS 123** TWO-DIMENSIONAL DES/COLOR TH
- **ARS 160** DRAWING: FOUNDATIONS
- **ARS 260** DRAWING: INTRODUCTION
- **CM 231** FOUNDATIONS OF HUMAN COMMUNICA

### Major Requirements:

**12**

#### Foundations:
- **ARS 123** TWO-DIMENSIONAL DES/COLOR TH
- **ARS 140** THREE-DIMENSIONAL DESIGN
- **ARS 160** DRAWING: FOUNDATIONS
- **ARS 260** DRAWING: INTRODUCTION

Choose four of the following:
- **ARS 220** ANIMATION: INTRODUCTION
- **ARS 230** GRAPHIC DESIGN: INTRODUCTION
- **ARS 240** SCULPTURE: INTRODUCTION
- **ARS 250** PHOTOGRAPHY: INTRODUCTION
<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
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<tbody>
<tr>
<td>ARS 270</td>
<td>PAINTING: INTRODUCTION</td>
</tr>
<tr>
<td>ARS 280</td>
<td>PRINTMAKING: INTRODUCTION</td>
</tr>
</tbody>
</table>

### Art History

Choose two of the following: 6

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
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</thead>
<tbody>
<tr>
<td>ARH 100</td>
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</tbody>
</table>

Art History Requirement:

<table>
<thead>
<tr>
<th>Course</th>
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<tbody>
<tr>
<td>ARH 309</td>
<td>CONTEMPORARY ART &amp; ISSUES</td>
</tr>
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### Interdisciplinary Experience

Choose:

- CM 231 FOUNDATIONS OF HUMAN COMMUNICATION
- CS 102 INTRO TO C PROGRAMMING
  or CS 103 INTRO PROGRAMMING USING JAVA
- MU 306 MUSIC TECHNOLOGY

### Concentration Courses

Choose four from the following: 12

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
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<tbody>
<tr>
<td>ARS 320</td>
<td>ANIMATION: TEAM GAME DESGN I</td>
</tr>
<tr>
<td>ARS 321</td>
<td>ANIMATION: MODELING I</td>
</tr>
<tr>
<td>ARS 322</td>
<td>ANIMATION: CHARACTER ANIMTN I</td>
</tr>
<tr>
<td>ARS 323</td>
<td>ANIMATION: SHORT FILM I</td>
</tr>
<tr>
<td>ARS 324</td>
<td>ANIMATION: TECHNICAL ARTS I</td>
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</tbody>
</table>

Choose three from the following: 9

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
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</thead>
<tbody>
<tr>
<td>ARS 420</td>
<td>ANIMATION: TEAM GAME DESIGN II</td>
</tr>
<tr>
<td>ARS 421</td>
<td>ANIMATION: MODELING II</td>
</tr>
<tr>
<td>ARS 422</td>
<td>ANIMATION: CHARACTER ANIMTN II</td>
</tr>
<tr>
<td>ARS 423</td>
<td>ANIMATION: SHORT FILM II</td>
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<tr>
<td>ARS 424</td>
<td>ANIMATION: TECHNICAL ARTS II</td>
</tr>
</tbody>
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### Additional Requirements:

Choose:

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
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<tbody>
<tr>
<td>ARS 390</td>
<td>CROSS DISCIPLINARY STUDIO I</td>
</tr>
<tr>
<td>ARS 494</td>
<td>PROFESSIONAL PRACTICES</td>
</tr>
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### Electives

Choose 3 of the following, at least two at 300+ level

Any upper-level ARH or ARS courses

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
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<tbody>
<tr>
<td>CM 260</td>
<td>VIDEO PRODUCTION</td>
</tr>
<tr>
<td>CM 330</td>
<td>NONVERBAL COMMUNICATION</td>
</tr>
<tr>
<td>TH 221</td>
<td>ACTING</td>
</tr>
<tr>
<td>TH 225</td>
<td>ELEMENTS OF THEATRE PRODUCTION</td>
</tr>
<tr>
<td>TH 425</td>
<td>THEATRE MAINSTAGE</td>
</tr>
<tr>
<td>CS 121</td>
<td>COMPUTER SCIENCE I</td>
</tr>
<tr>
<td>CS 221</td>
<td>COMP SCI II: DATA STRUCTURES</td>
</tr>
<tr>
<td>CS 330</td>
<td>ARTFCL INTEL &amp; GAME DEV</td>
</tr>
<tr>
<td>CS 347</td>
<td>INTRO VIDEO GAME DESGN &amp; PROGM</td>
</tr>
<tr>
<td>CS 445</td>
<td>INTRO COMPUTER GRAPHICS</td>
</tr>
<tr>
<td>CS 446</td>
<td>ADVANCED COMPUTER GRAPHICS</td>
</tr>
<tr>
<td>EH 211</td>
<td>INTRO CREATIVE WRITING</td>
</tr>
<tr>
<td>EH 410</td>
<td>FICTION WRITING</td>
</tr>
<tr>
<td>EH 429</td>
<td>STUDIES IN AMERICAN CINEMA</td>
</tr>
<tr>
<td>EH 442</td>
<td>USABILITY STUDIES</td>
</tr>
</tbody>
</table>

### Total Semester Hours

120