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).

Freshman Composition

<table>
<thead>
<tr>
<th>Course</th>
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<tbody>
<tr>
<td>EH 101</td>
<td>COLLEGE WRITING I</td>
</tr>
<tr>
<td>EH 102</td>
<td>COLLEGE WRITING II</td>
</tr>
</tbody>
</table>

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

Humanities: Choose one if needed

- MU 100 INTRO TO MUSIC LITERATURE
- TH 122 THEATRE APPRECIATION
- CM 113 Intro to Rhetorical Communication
- PHL 101 INTRODUCTION TO PHILOSOPHY
- PHL 102 INTO TO ETHICS
- PHL 150 TECH, SCIENCE & HUMAN VALUES
- PHL 201 INTRODUCTION TO LOGIC
- WGS 200 INTRO WOMEN'S & GENDER STUDIES

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
## BFA in Art - Digital Animation Concentration

<table>
<thead>
<tr>
<th>Course Code</th>
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<tbody>
<tr>
<td>ESS 103</td>
<td>ENVIRONMENTAL EARTH SCIENCE</td>
</tr>
<tr>
<td>ESS 111</td>
<td>CLIMATE AND GLOBAL CHANGE</td>
</tr>
<tr>
<td>PH 100</td>
<td>CONCEPTUAL PHYSICS</td>
</tr>
<tr>
<td>PH 101</td>
<td>GENERAL PHYSICS I</td>
</tr>
<tr>
<td>PH 102</td>
<td>GENERAL PHYSICS II</td>
</tr>
<tr>
<td>PH 111</td>
<td>GEN PHYSICS W/ CALCULUS I</td>
</tr>
<tr>
<td>PH 111 &amp; PH 114</td>
<td>GEN PHYSICS W/ CALC II</td>
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<tr>
<td>PH 112</td>
<td>GEN PHYSICS W/ CALC II</td>
</tr>
<tr>
<td>PH 113/116</td>
<td>GEN PHYSICS W/ CALC III</td>
</tr>
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### 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  
3-6

<table>
<thead>
<tr>
<th>Course Code</th>
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<tbody>
<tr>
<td>HY 103</td>
<td>WORLD HISTORY TO 1500</td>
</tr>
<tr>
<td>HY 104</td>
<td>WORLD HISTORY SINCE 1500</td>
</tr>
<tr>
<td>HY 221</td>
<td>UNITED STATES TO 1877</td>
</tr>
<tr>
<td>HY 222</td>
<td>UNITED STATES SINCE 1877</td>
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</tbody>
</table>

**Social and Behavioral Sciences:** Choose two or three
6-9

<table>
<thead>
<tr>
<th>Course Code</th>
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<tbody>
<tr>
<td>ECN 142</td>
<td>PRINC OF MACROECONOMICS</td>
</tr>
<tr>
<td>ECN 143</td>
<td>PRINC OF MICROECONOMICS</td>
</tr>
<tr>
<td>GS 200</td>
<td>GLOBAL SYSTEMS AND CULTURES</td>
</tr>
<tr>
<td>GY 105</td>
<td>WORLD REGIONAL GEOGRAPHY</td>
</tr>
<tr>
<td>GY 110</td>
<td>PRINCIPLES OF HUMAN GEOGRAPHY</td>
</tr>
<tr>
<td>PSC 101</td>
<td>INTRO TO AMERICAN GOVERNMENT</td>
</tr>
<tr>
<td>PSC 102</td>
<td>INTRO TO COMPARATIVE POLITICS</td>
</tr>
<tr>
<td>PY 101</td>
<td>GENERAL PSYCHOLOGY I</td>
</tr>
<tr>
<td>PY 201</td>
<td>LIFE-SPAN DEVELOPMENT</td>
</tr>
<tr>
<td>SOC 100</td>
<td>INTRO TO SOCIOLOGY</td>
</tr>
<tr>
<td>SOC 102</td>
<td>ANALYSIS OF SOCIAL PROBLEMS</td>
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<tr>
<td>SOC 105</td>
<td>INTRO CULTURAL ANTHROPOLOGY</td>
</tr>
<tr>
<td>SOC 150</td>
<td>SOCIOLOGICAL PERSP TECH &amp; SCI</td>
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### Pre-professional

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Choose two Art History courses from the following:

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<tr>
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<tbody>
<tr>
<td>ARH 100</td>
<td>ARH SURV: ANCIENT-MEDIEVAL</td>
</tr>
<tr>
<td>ARH 101</td>
<td>ARH SURV: RENAISSANCE-MODERN</td>
</tr>
<tr>
<td>ARH 103</td>
<td>ARH SUR: NON-WESTERN TRADITIONS</td>
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</tbody>
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**Foundations:**

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<tr>
<td>ARS 123</td>
<td>TWO-DIMENSIONAL DES/COLOR TH</td>
</tr>
<tr>
<td>ARS 160</td>
<td>DRAWING: FOUNDATIONS</td>
</tr>
<tr>
<td>ARS 260</td>
<td>DRAWING: INTRODUCTION</td>
</tr>
<tr>
<td>CM 231</td>
<td>FOUNDATIONS OF HUMAN COMMUNICATION</td>
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### Major Requirements:

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**Foundations:**

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<td>ARS 123</td>
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<tr>
<td>ARS 140</td>
<td>THREE-DIMENSIONAL DESIGN</td>
</tr>
<tr>
<td>ARS 160</td>
<td>DRAWING: FOUNDATIONS</td>
</tr>
<tr>
<td>ARS 260</td>
<td>DRAWING: INTRODUCTION</td>
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Choose four of the following:

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<table>
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<tr>
<td>ARS 220</td>
<td>ANIMATION: INTRODUCTION</td>
</tr>
<tr>
<td>ARS 230</td>
<td>GRAPHIC DESIGN: INTRODUCTION</td>
</tr>
<tr>
<td>ARS 240</td>
<td>SCULPTURE: INTRODUCTION</td>
</tr>
<tr>
<td>ARS 250</td>
<td>PHOTOGRAPHY: INTRODUCTION</td>
</tr>
</tbody>
</table>
### ARS 270
PAINTING: INTRODUCTION

### ARS 280
PRINTMAKING: INTRODUCTION

#### Art History
Choose two of the following:

- **ARH 100**  
  ARH SURV:ANCIENT-MEDIEVAL
- **ARH 101**  
  ARH SURV:RENAISSANCE-MODERN
- **ARH 103**  
  ARH SUR:NON-WESTERN TRADITIONS

Art History Requirement:

- **ARH 309**  
  CONTEMPORARY ART & ISSUES

#### Interdisciplinary Experience

**CM 231**  
FOUNDATIONS OF HUMAN COMMUNICA

- **CS 102**  
  INTRO TO C PROGRAMMING
- **or CS 103**  
  INTRO PROGRAMMING USING JAVA
- **MU 306**  
  MUSIC TECHNOLOGY

#### Concentration Courses
Choose four from the following:

- **ARS 320**  
  ANIMATION: TEAM GAME DESIGN I
- **ARS 321**  
  ANIMATION: MODELING I
- **ARS 322**  
  ANIMATION: CHARACTER ANIMTN I
- **ARS 323**  
  ANIMATION: SHORT FILM I
- **ARS 324**  
  ANIMATION: TECHNICAL ARTS I

Choose three of the following:

- **ARS 420**  
  ANIMATION: TEAM GAME DESIGN II
- **ARS 421**  
  ANIMATION: MODELING II
- **ARS 422**  
  ANIMATION: CHARACTER ANIMTN II
- **ARS 423**  
  ANIMATION: SHORT FILM II
- **ARS 424**  
  ANIMATION: TECHNICAL ARTS II

Additional Requirements:

- **ARS 390**  
  CROSS DISCIPLINARY STUDIO I
- **ARS 494**  
  PROFESSIONAL PRACTICES

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

Any upper-level ARH or ARS courses

- **CM 260**  
  VIDEO PRODUCTION
- **CM 330**  
  NONVERBAL COMMUNICATION
- **TH 221**  
  ACTING
- **TH 225**  
  ELEMENTS OF THEATRE PRODUCTION
- **TH 425**  
  THEATRE MAINSTAGE
- **CS 121**  
  COMPUTER SCIENCE I
- **CS 221**  
  COMP SCI II: DATA STRUCTURES
- **CS 330**  
  ARTFCL INTEL & GAME DEV
- **CS 347**  
  INTRO VIDEO GAME DESIGN & PROGM
- **CS 445**  
  INTRO COMPUTER GRAPHICS
- **CS 446**  
  ADVANCED COMPUTER GRAPHICS
- **EH 211**  
  INTRO CREATIVE WRITING
- **EH 410**  
  FICTION WRITING
- **EH 429**  
  STUDIES IN AMERICAN CINEMA
- **EH 442**  
  USABILITY STUDIES

#### Total Semester Hours

120