



## Interactive Arts and Media GAME Major

# GAME ANIMATION

Effective Fall 2007

**Credits required for the major: 61**

Name \_\_\_\_\_ ID # \_\_\_\_\_

### **IAM Core Departmental Requirements (15 Credits)**

36-1300	Digital Image Design	(3)	_____
36-1501	Intro. to Programming Theory and Concepts	(3)	_____
36-1000	Media Theory and Design I	(3)	_____
36-2000	Media Theory and Design II	(3)	_____
36-2601	Authoring Interactive Media	(3)	_____

### **Game Design Major Requirements (15 Credits)**

36-1100	Game Culture	(3)	_____
36-1500	Game Idea Development	(3)	_____
36-3997	Game Project	(3)	_____
36-3998	Game Studio (prev. Game Prod I & II)	(6)	_____

### **Game Animation Concentration Requirements (31 Credits)**

26-1000	Animation I	(4)	_____
26-2501	Introduction to Computer Animation	(4)	_____
26-3045A	Computer Animation: Maya	(4)	_____
26-3045C	Computer Animation: 3D Studio Max	(4)	_____
26-3086	Character Design and Modeling I	(4)	_____
26-2025	Drawing for Animation	(3)	_____
OR	22-1230 Fundamentals of 3D Design		
26-3080	Motion Capture I	(4)	_____
OR	26-3082 Environmental Design/Modeling I		
26-3081	Motion Capture II	(4)	_____
OR	26-3083 Environmental Design/Modeling II		
OR	26-3087 Character Design and Modeling II		

# Game Animation Concentration

## Suggested 4-Year Plan

FIRST SEMESTER – 15 Credits	SECOND SEMESTER – 14 Credits
36-1000 Media Theory and Design I 36-1300 Digital Image Design 52-1151 Writing and Rhetoric I (EN) **..***** LAS Core Requirement **..***** LAS Core Requirement	36-1501 Intro to Programming Theory 26-1000 Animation 1 26-2015 Intro to Computer Animation 52-1152 Writing and Rhetoric II (EN)
THIRD SEMESTER – 16 Credits	FOURTH SEMESTER – 16 Credits
36-2000 Media Theory and Design II 26-2025 Drawing for Animation OR 22-1230 Fundamentals of 3D Design 36-2601 Authoring Interactive Media 26-3045A Computer Animation: Maya **..***** LAS Core Requirement	36-1100 Game Culture 26-3045C Computer Animation: 3D-Studio Max **..***** LAS Core Requirement **..***** LAS Core Requirement **..***** LAS Core Requirement
FIFTH SEMESTER – 14 Credits	SIXTH SEMESTER – 16 Credits
36-1500 Game Idea Development 26-3086 Character Design and Modeling I 26-3080 Motion Capture I OR 26-3082 Environmental Design/Model I **..***** LAS Core Requirement	26-3080 Motion Capture II OR 26-3083 Environmental Design/Model II OR 26-3087 Character Design/Model II **..***** LAS Core Requirement **..***** LAS Core Requirement **..***** LAS Core Requirement **..***** College Wide Elective
SEVENTH SEMESTER – 15 Credits	EIGHTH SEMESTER – 15 Credits
36-3998 Game Project **..***** LAS Core Requirement **..***** College Wide Elective **..***** College Wide Elective **..***** College Wide Elective	36-3998 Game Studio (6) **..***** LAS Core Requirement **..***** College Wide Elective **..***** College Wide Elective

### NOTES:

- This four year plan is based on the degree requirements effective Fall 2007. Students who started prior to Fall 2007 semester may have different overall degree requirements. Please consult with your advisors.
- College Wide Elective courses may be additional IAM course, LAS courses, minor requirements, or any courses bearing credits toward the overall graduation requirements.

### RECOMMENDATIONS:

- Game Animation students are encouraged to take [36-2800 Story Development for Interactive Media](#) as a College Wide Elective to fulfill their Writing Intensive requirement as well as [36-2510 Engine Based Design I](#) as another of their College Wide Electives.