

# BA in Animation and Visual Effects

75 units

Learn more about the animation and visual effects major. (<https://www.apu.edu/vpa/programs/animation-visual-effects-major/>)

## Requirements

Code	Title	Units
<b>Animation and Visual Effects</b>		
CINE 174	Introduction to Storytelling	3
ART 230	Figurative Lab	3
ANIM 111	Digital Methods	2
ANIM 190	Introduction to Animation Principles and Techniques	3
ANIM 192	Animation Preproduction	3
ANIM 103	3D Art I	3
CINE 317	Cinematic Design	3
ANIM 200	Animation Production I	3
ANIM 202	Storyboarding for Animation I	3
ANIM 212	Character Design I	3
WRIT 220	Writing 2: Film Analysis and Criticism <sup>1</sup>	3
CINE 375	Writing 3: Screenwriting <sup>2</sup>	3
ANIM 392	Character Animation II	3
ANIM 395	Animation Film Workshop	3
ANIM 445	Portfolio Review and Career Preparation	1
CINE 451	World Cinema <sup>3</sup>	3
CINE 475	Civic Engagement Through Media <sup>4</sup>	3
ANIM 493	Capstone Project in Animation (course is taken twice)	6
Select one of the following:		3
CINE 275	History of Television and Digital Media <sup>5</sup>	
CINE 285	History of Film <sup>5</sup>	
Select one of the following:		3
ANIM 204	Layout Fundamentals	
ANIM 205	3D Art II	
Select five of the following (not taken above):		15
ANIM 204	Layout Fundamentals	
ANIM 205	3D Art II	
ANIM 305	Visual Development	
ANIM 390	3D Character Modeling	
ANIM 402	Storyboarding for Animation II	
ANIM 404	CG Layout and Previsualization	
CINE 320	Cinematography	
CINE 322	Sound Design	
CINE 391	Visual Effects and Compositing	
CINE 416	Capstone Production Development	
CINE 490	Internship and Career Preparation for Cinematic Arts	
CINE 495	Special Topics	
GAME 115	Game Development I	
GAME 210	Game Narrative	
GAME 215	Game Level and Environmental Design	
<b>Total Units</b>		<b>75</b>

- 1 Meets the General Education Writing 2 requirement.  
 2 Meets the General Education Writing 3 requirement.  
 3 Meets the General Education Intercultural Competence requirement.  
 4 Meets the General Education Civic Knowledge and Engagement requirement.  
 5 Meets the General Education Humanities: Fine Arts requirement.

## Suggested Study Plan: Years 1 and 2

Course	Title	Units
<b>Year I</b>		
<b>Fall</b>		
GE 100	First-Year Seminar	3
ANIM 111	Digital Methods	2
ANIM 190	Introduction to Animation Principles and Techniques	3
ART 230	Figurative Lab	3
GE Quantitative Literacy (MATH 110, MATH 115, or MATH 130)		3
		<b>Units</b>
		<b>14</b>
<b>Spring</b>		
WRIT 110	Writing 1: The Art and Craft of Writing	3
ANIM 192	Animation Preproduction	3
CINE 174	Introduction to Storytelling	3
ANIM 117	Color and Design	3
MIN 108	Christian Life, Faith, and Ministry	3
GE Personal Wellness		1
		<b>Units</b>
		<b>16</b>
<b>Year II</b>		
<b>Fall</b>		
WRIT 220	Writing 2: Film Analysis and Criticism	3
ANIM 200	Animation Production I	3
ANIM 202	Storyboarding for Animation I	3
GE Oral Communication		3
ANIM 103	3D Art I	3
GE Humanities: Literature		3
		<b>Units</b>
		<b>18</b>
<b>Spring</b>		
PSYC 290	Human Growth and Development	3
ANIM 205	3D Art II	3
BIOL 101	Biology and Society	4
ANIM 212	Character Design I	3
ANIM 204	Layout Fundamentals	3
		<b>Units</b>
		<b>16</b>
		<b>Total Units</b>
		<b>64</b>

## Suggested Study Plan: Years 3 and 4: Animation

Course	Title	Units
<b>Year III</b>		
<b>Fall</b>		
ANIM 305	Visual Development	3
ANIM 392	Character Animation II	3
ANIM 309	Digital Concept Painting	3

UBBL 100	Introduction to Biblical Literature: Exodus/ Deuteronomy	3
CINE 375	Writing 3: Screenwriting	3
<b>Units</b>		<b>15</b>
<b>Spring</b>		
UBBL 230	Luke/Acts	3
ANIM 345	Advanced Story Concepts	3
GE Humanities: History		3
ANIM 395	Animation Film Workshop	3
ANIM 402	Storyboarding for Animation II	3
<b>Units</b>		<b>15</b>
<b>Year IV</b>		
<b>Fall</b>		
GE Theology		3
CINE 451	World Cinema	3
ANIM 493	Capstone Project in Animation	3
GE Foreign Language 1		3
GE Humanities: Fine Arts		3
<b>Units</b>		<b>15</b>
<b>Spring</b>		
ANIM 493	Capstone Project in Animation	3
ANIM 445	Portfolio Review and Career Preparation	1
GE Upper-Division Bible		3
CINE 475	Civic Engagement Through Media	3
GE Foreign Language 2		3
GE Philosophy		3
<b>Units</b>		<b>16</b>
<b>Total Units</b>		<b>61</b>

## Suggested Study Plan: Years 3 and 4: Visual Effects

Course	Title	Units
<b>Year III</b>		
<b>Fall</b>		
ANIM 390	3D Character Modeling	3
CINE 375	Writing 3: Screenwriting	3
ANIM 307	CG Character Animation II	3
UBBL 100	Introduction to Biblical Literature: Exodus/ Deuteronomy	3
GE Humanities: Fine Arts		3
<b>Units</b>		<b>15</b>
<b>Spring</b>		
UBBL 230	Luke/Acts	3
ANIM 358	Rigging for Animation	3
ANIM 395	Animation Film Workshop	3
GE Humanities: History		3
ANIM 404	CG Layout and Previsualization	3
<b>Units</b>		<b>15</b>
<b>Year IV</b>		
<b>Fall</b>		
GE: Theology		3
CINE 451	World Cinema	3
ANIM 493	Capstone Project in Animation	3

CINE 391	Visual Effects and Compositing	3
GE Foreign Language 1		3
<b>Units</b>		<b>15</b>
<b>Spring</b>		
ANIM 493	Capstone Project in Animation	3
ANIM 445	Portfolio Review and Career Preparation	1
GE Upper-Division Bible		3
CINE 475	Civic Engagement Through Media	3
GE Foreign Language 2		3
GE Philosophy		3
<b>Units</b>		<b>16</b>
<b>Total Units</b>		<b>61</b>

## Program Learning Outcomes

### Program Learning Outcomes

Students who successfully complete this program shall be able to:

1. Story – Describe an understanding of the integral structures of cinematic storytelling and implement these in criticism, scripts and productions.
2. Technical Practice – Demonstrate proficiency in the aesthetic, practical, and technical aspects of writing, production, or criticism.
3. Knowledge/Analysis – Articulate, critique, and apply the historic, social, and theoretical contexts of the cinematic arts.
4. Professional Development – Implement the protocol, vocabulary, and work ethic necessary for professional careers.
5. Collaboration – Serve as a member of a creative team in leadership and servanthood roles to meet project goals.
6. Spiritual/Faith – Integrate an understanding of Christian faith through critical, creative, and collaborative endeavors.