

BA in Animation and Visual Effects

63 units

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

Requirements

Code	Title	Units
Animation and Visual Effects Core		
ART 230	Figurative Lab	3
ANIM 111	Digital Methods	2
ANIM 117	Color and Design	3
ANIM 190	Introduction to Animation Principles and Techniques	3
ANIM 192	Animation Preproduction	3
ANIM 200	Animation Production I	3
ANIM 202	Storyboarding for Animation I	3
ANIM 203	Introduction to Computer Animation	3
ANIM 204	Layout Fundamentals	3
ANIM 205	CG Character Animation I	3
ANIM 212	Character Design I	3
CINE 274	Story and Character	3
WRIT 220	Writing 2: Film Analysis and Criticism ¹	3
Emphasis: Animation or Visual Effects (choose one below)		25

Total Units **63**

Code	Title	Units
Animation Emphasis		
ANIM 305	Visual Development	3
ANIM 309	Digital Concept Painting	3
ANIM 345	Advanced Story Concepts	3
ANIM 392	2D Character Animation II	3
ANIM 395	Animation Film Workshop	3
ANIM 402	Storyboarding for Animation II	3
ANIM 445	Portfolio Review and Career Preparation	1
ANIM 493	Capstone Project in Animation (Course is taken twice)	6

Total Units **25**

Code	Title	Units
Visual Effects Emphasis		
ANIM 307	CG Character Animation II	3
ANIM 358	Rigging for Animation	3
ANIM 390	CG Production Modeling	3
ANIM 395	Animation Film Workshop	3
ANIM 404	CG Layout and Previsualization	3
ANIM 445	Portfolio Review and Career Preparation	1
CINE 391	Visual Effects and Compositing	3
ANIM 493	Capstone Project in Animation (Course is taken twice)	6

Total Units **25**

¹ Meets the General Education Writing 2 requirement.

Suggested Study Plan: Years 1 and 2

Course	Title	Units
Year I		
Fall		
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
Units		14
Spring		
WRIT 110	Writing 1: The Art and Craft of Writing	3
ANIM 192	Animation Preproduction	3
CINE 274	Story and Character	3
ANIM 117	Color and Design	3
MIN 108	Christian Life, Faith, and Ministry	3
GE Personal Wellness		1
Units		16
Year II		
Fall		
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 203	Introduction to Computer Animation	3
GE Humanities: Literature		3
Units		18
Spring		
PSYC 290	Human Growth and Development	3
ANIM 205	CG Character Animation I	3
BIOL 101	Biology and Society	4
ANIM 212	Character Design I	3
ANIM 204	Layout Fundamentals	3
Units		16
Total Units		64

Suggested Study Plan: Years 3 and 4: Animation

Course	Title	Units
Year III		
Fall		
ANIM 305	Visual Development	3
ANIM 392	2D 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
Units		15
Spring		
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
Units		15
Year IV		
Fall		
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
Units		15
Spring		
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
Units		16
Total Units		61

Suggested Study Plan: Years 3 and 4: Visual Effects

Course	Title	Units
Year III		
Fall		
ANIM 390	CG Production 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
Units		15
Spring		
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
Units		15
Year IV		
Fall		
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
Units		15
Spring		
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
Units		16
Total Units		61

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.