

BFA Animation/Illustration, Animation Track 120–122 credits

 Recommended *Four-Year Plan* (Fall 2017)

Provided as an outline towards completion of four-year degree requirements. *This plan is a recommendation*; use it in consultation with your program (i.e., major) advisor(s). This plan assumes that no developmental courses are required. If developmental courses are required as part of your studies, then you may need to complete other courses that do not appear on this four-year plan.

First year, Fall: 16–17 creds	hrs	✓	Spring: 15–16 creds	hrs	✓
GER A. GNED199 <i>New Student Seminar</i>	1		GER COMM. C2. WRIT106 <i>College Writing II</i>	3–4	
GER COMM. C1. WRIT105 <i>College Writing I</i>	3–4		CORE ARFD102 <i>Drawing as Research</i>	3	
CORE ARFD100 <i>Perceptual Drawing</i>	3		CORE ARFD103 <i>Color and Light</i>	3	
CORE ARFD101 <i>Process & Media I—Surface</i>	3		MAJ. REQ. ARIL101 <i>Intro. to Animation and Illustration</i>	3	
PROG. CORE REQ. ARHT102 <i>Visual Culture</i>	3		GER G. <i>Computer Science</i>	3	
GER COMM. C3. CMST101 <i>Fundamentals of Speech</i>	3				
Second year, Fall: 15 creds	hrs	✓	Spring: 15 creds	hrs	✓
CORE ARFD104 <i>Process & Media II—Space</i>	3		MAJ. ELECTIVE or ARHT201 <i>History of Design</i>	3	
GER HUM. F1/II: PROG. CORE REQ. ARHT105/6 <i>Art in W. Civs</i>	3		II: PROG. CORE REQ. ARFD200 <i>Process and Media III—Time</i>	3	
II: PROG. CORE REQ. ARFD106 <i>Digital Literacy</i>	3		MAJ. REQ. ARIL200 <i>Digital Painting Methods</i>	3	
MAJ. REQ. ARIL225 <i>Art of the Visual Narrative</i>	3		ANIM. TRACK ARIL321 <i>3D Computer Animation</i>	3	
MAJ. REQ. ARIL202 <i>3D Character Building</i>	3		MAJ. REQ. ARIL262 <i>2D Animation</i>	3	
Third year, Fall: 15 creds	hrs	✓	Spring: 15 creds	hrs	✓
MAJ. REQ. ARIL310 <i>Compositing I</i>	3		ANIM. TRACK ARIL330 <i>Visual Effects/Compositing II</i>	3	
GER K1. <i>American and European History</i>	3		ANIM. TRACK ARIL325 <i>Game Development I</i>	3	
MAJ. REQ. ENTR 260 or ENTR201 <i>Entrp. Mind & Innovation</i>	3		MAJ. REQ. COED401 <i>Co-Op Educational Experience I</i>	3	
MAJ. ELECTIVE	3		ANIM. TRACK ARIL455 <i>Collaborative Production</i>	3	
GRAD. REQ. WRLD LANG. <i>World Language I</i>	3		GRAD. REQ. WRLD LANG. <i>World Language II</i>	3	
Fourth year, Fall: 16 creds	hrs	✓	Spring: 13 creds	hrs	✓
400 Level MAJ. ELECTIVE	3		MAJ. ELECTIVE	3	
ANIM. TRACK ARIL425 <i>Game Development II</i>	3		WRLD CULTRS ARHT101 <i>Art in Non-Western Societies</i> or ARTX201 <i>Culture and Appearance</i>	3	
MAJ. ELECTIVE	3		MAJ. REQ. ARIL423 <i>Animation/Illustration Thesis II</i>	4	
MAJ. REQ. ARHT282 <i>History of Animation/Illustration</i>	3		GER HUM. F2. <i>Philosophical and Religious Perspectives</i>	3	
MAJ. REQ. <i>Animation/Illustration Thesis I</i>	4				

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Fall 2017 Curriculum Guide

Program Coordinator: Prof. Lauren Carr

Program Advisors: Profs Lauren Carr, Chris Gash, Fafar Bayat

 Student _____
 MSU ID# _____
 Phone _____
 E-mail _____
 Date admitted into the program _____
 Program Advisor(s) _____

I. General Education Requirements 16–21
 A. GNED199 New Student Seminar 1
C. Communication 9–11
 C1. WRIT105 *College Writing I* 3–4

 C2. WRIT106 *College Writing II* 3–4

 C3. CMST101 *Fundamentals of Speech* 3

F. Humanities 6
 F1. ARHT105 *Art in Western Civ: Ancient – Med.* [■] or
 ARHT106 *Art in Western Civ: Ren. – Mod.* [■] 3
Above ARHTs fulfill Graduation Writing Requirement
 F2. *Philosophical and Religious Perspectives* 3

 G. Computer Science 0–3
K. Social Science 3
 K1. *American and European History* 3

II. Graduation Requirements 3–6
1. World Languages Requirement 3–6
 World Language I 0–3

 World Language II 3

2. World Cultures Requirement (choose one of two) 0
 ARHT101 *Art in Nonwestern Societies* [◆] or

 ARTX201 *Culture and Appearance* [◆]

Notes:

III. Major Requirements 95
A. I: Core Requirements 36
 ARFD100 *Perceptual Drawing* 3

 ARFD101 *Process & Media I—Surface* 3

 ARFD102 *Drawing as Research* 3

 ARFD103 *Color and Light* 3

 ARFD104 *Process & Media II—Space* 3

II: Program Core Requirements
 ARFD106 *Digital Literacy* 3

 ARFD200 *Process & Media III—Time* 3

 ARFD400 *Art & Design Forum* 3

 ARHT102 *Visual Culture* 3

 ARHT201 *History of Design* 3

 ARHT101 *Art in Nonwestern Societies* [◆] or
 ARTX201 *Culture and Appearance* [◆] 3

 ARHT105 *Art in Western Civ: Ancient – Med.* [■] or
 ARHT106 *Art in Western Civ: Ren. – Mod.* [■] 3

B. Major Requirements 35
 ARIL101 *Intro. to Animation and Illustration* 3

 ENTR201 *Entrepreneurial Mindset and Innovation* 3

 ARIL202 *Character Building* 3

 ARHT282 *History of Animation and Illustration* 3

 ARIL200 *Digital Painting Methods* 3

 ARIL262 *2D Animation* 3

 ARIL310 *Compositing I* 3

 ARIL225 *Art of the Visual Narrative* 3

 COED401 *Co-Op Educational Experience I* 3

 ARIL422 *Animation/Illustration Thesis I* 4

 ARIL423 *Animation/Illustration Thesis II* 4

C. Animation Track 15
 ARIL321 *3D Computer Animation* 3

 ARIL330 *Visual Effects/Compositing II* 3

 ARIL325 *Game Development I* 3

 ARIL425 *Game Development II* 3

 ARIL455 *Collaborative Production* 3

D. Animation Track Electives (choose three for nine credits) 9
 FILM201 *Digital Filmmaking I* 3

 FILM230 *Intro to Screenwriting* 4

 ARDW201 *Life Drawing* 3

 ENTR290 *3D Printing* 3

 ARIL201 *Painting Methods* 3

 ARIL301 *Experimental Animation* 3

 ENTR301 *Creating Your Startup Business Model* 3

 ENTR302 *Pitch and Launch Your Startup* 3

IV. Free Electives 0–6

Students are encouraged to use free electives to build an additional area of expertise relevant to their major program.