

DIGITAL ANIMATION (BACHELOR OF FINE ARTS, B.F.A.)

Requirements

Code	Title	Credit Hours
General Studies		
Students must complete General Studies courses (http://catalog.missouriwestern.edu/undergraduate/university-information/academic-standards-regulations/baccalaureate-degree/#bachelor-general-studies)		42-47
Major Requirements		
ART 110	Beginning Drawing I	3
ART 120	Two-Dimensional Design	3
ART 130	Introduction to Tools and Techniques	2
ART 160	Beginning Drawing II	3
ART 170	Three-Dimensional Design	3
ART 205	Survey of Art History I	3
ART 210	Animation Fundamentals	3
ART 229	Design Software Applications	3
ART 250	Motion Graphics	3
ART 255	Survey of Art History II	3
ART 310	Intermediate Drawing	3
ART 321	Digital 3D Modeling	3
ART 325	Digital 3D Lighting	3
ART 326	Introduction to Game Design	3
Select one of the following:		3
ART 315	Illustration I	
ART 333	Typography	
THR 228	Acting I	
ART 453	Digital Animation	3
ART 459	Character Animation	3
or ART 465	Digital Animation Production	
ART 485	Digital Animation Portfolio	3
ART 494	Senior Seminar and Exhibit	1
Select nine additional credit hours of advance study in Major		9
Select six additional credit in guided art elective		6
Select six additional credit hours of Art History		6

- Earn 30 of the last 45 credit hours at MWSU in institutional coursework (exclusive of credit by examination).
- Participate in required departmental and campus wide assessments.
- Fulfill the Missouri Constitution requirement.
- Successfully pass the Missouri Higher Education Civics Achievement exam.

Program Graduation Requirements

- Earn a grade of C or higher in all major coursework.
- Earn an overall GPA of at least 2.0 and a major GPA of at least 2.0.

University Graduation Requirements

- Earn a minimum of 120 credit hours (100 level and higher, maximum of 6 CED credit hours applicable).
- Earn a minimum of 30 credit hours in upper-division courses. Lower-division transfer courses accepted as meeting upper-division departmental course requirements cannot be used to fulfill this requirement.