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
Animation and Visual Effects		
ANIM 111	Digital Methods	2
ANIM 190	Introduction to Animation Principles and Techniques	3
ART 230	Figurative Lab	3
CINE 174	Introduction to Storytelling	3
ANIM 192	Animation Preproduction	3
CINE 317	Cinematic Design	3
ANIM 103	3D Art I	3
ANIM 200	Animation Production I	3
ANIM 202	Storyboarding for Animation I	3
ANIM 204	Layout Fundamentals	3
ANIM 205	3D Art II	3
ANIM 212	Character Design I	3
ANIM 305	Visual Development	3
ANIM 345	Advanced Story Concepts	3
ANIM 392	Character Animation II	3
CINE 240	Introduction to Film Analysis and Theory	3
ANIM 395	Animation Film Workshop	3
ANIM 402	Storyboarding for Animation II	3
ANIM 445	Portfolio Review and Career Preparation	1
CINE 451	World Cinema [1]	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 [2]	
CINE 285	History of Film [2]	
Select two of the following:		6
ANIM 390	3D Character Modeling	
ANIM 404	CG Layout and Previsualization	
CINE 391	Visual Effects and Compositing	
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	
Total Units		**72**

[1] Meets the APU Core: Intercultural Competence general education requirement.

[2] Meets the APU Core: Humanities: Fine Arts general education 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	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		
GE Personal Wellness		1
	Units	**13**
Year II		
Fall		
WRIT 220	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
	Units	**18**
Spring		
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
	Units	**16**
	Total Units	**61**

Suggested Study Plan: Years 3 and 4: Animation

Course	Title	Units
Year III		
Fall		
ANIM 305	Visual Development	3
ANIM 392	Character Animation II	3
ANIM 309	Digital Concept Painting	3
UBBL 100		
CINE 375	Writing 3: Screenwriting	3
	Units	**12**
Spring		
UBBL 230		
ANIM 345	Advanced Story Concepts	3
GE Humanities: History		3

ANIM 395	Animation Film Workshop	3
ANIM 402	Storyboarding for Animation II	3
	Units	**12**
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		3
GE Foreign Language 2		3
GE Philosophy		3
	Units	**16**
	Total Units	**55**

Suggested Study Plan: Years 3 and 4: Visual Effects

Course	Title	Units
Year III		
Fall		
ANIM 390	3D Character Modeling	3
CINE 375	Writing 3: Screenwriting	3
ANIM 307	CG Character Animation II	3
UBBL 100		
GE Humanities: Fine Arts		3
	Units	**12**
Spring		
UBBL 230		
ANIM 358	Rigging for Animation	3
ANIM 395	Animation Film Workshop	3
GE Humanities: History		3
ANIM 404	CG Layout and Previsualization	3
	Units	**12**
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		3
GE Foreign Language 2		3

GE Philosophy	3
Units	**16**
Total Units	**55**

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.