

About This Major . . .

The B.F.A. in Animation, Film and Motion Design (AF&MD) is unique. After completing traditional freshman-level composition and drawing courses, AF&MD majors enter a three-tiered program of study. The first tier consists of courses in the principles of animation, film, and motion design which outline the specifics of each area and the relationships connecting the areas to each other. The second tier follows with intermediate-level courses in which students apply and expand upon earlier basic concepts by exploring more complex applications by completing projects that address the interaction of time, movement, and space. Finally, the third tier offers advanced levels of study providing opportunities for majors to produce more individual and high-quality portfolio examples coupled with options for experimentation, collaborative work, and travel. Also unique to AF&MD are the possible combinations of time-based areas of study in animation, film and motion design. Students at the senior level have opportunities to integrate all three AF&MD areas or focus on a single digital technique. Students are encouraged to follow their passions and interests by focusing on the area or areas most suited to their individual career goals.

For more information on what you can do with this major go to: <http://www.coloradomesa.edu/career/whatmajor.html>

All CMU baccalaureate graduates are expected to demonstrate proficiency in critical thinking, communication fluency, quantitative fluency, and specialized knowledge/applied learning. In addition to these campus-wide student learning outcomes, graduates of this major will be able to:

1. Interpret and apply formal elements and principles of design. (Specialized Knowledge)
2. Demonstrate application of tools, materials, techniques, and proper use and care for equipment through quality craftsmanship. (Applied Learning)
3. Generate individual response through concept and theory beyond formal elements to create personal content. (Communication Fluency)
4. Communicate clearly regarding the critical analysis of art and design both historical and contemporary. (Critical thinking/ Communication Fluency)
5. Design and publish a professional portfolio and demo reel that meet current industry standards. (Applied Learning)
6. Demonstrate technical, aesthetic, and conceptual decisions based on application of the creative design process for time-based media. (Specialized Knowledge)

NAME: _____ **STUDENT ID #:** _____

LOCAL ADDRESS AND PHONE NUMBER: _____

_____ () _____

I, (Signature) _____, hereby certify that I have completed (or will complete) all the courses listed on the Program Sheet. I have read and understand the policies listed on the last page of this program sheet. I further certify that the grade listed for those courses is the final course grade received except for the courses in which I am currently enrolled and the courses which I complete next semester. I have indicated the semester in which I will complete these courses.

Signature of Advisor

Date

Signature of Department Head

Date

Signature of Registrar

Date

DEGREE REQUIREMENTS:

- 120 semester hours total (Students must complete a minimum of 30 of the last 60 hours of credit at CMU, with at least 15 semester hours in major discipline courses numbered 300 or higher).
- 40 upper division credits (A minimum of 15 taken at the 300-400 course levels within the major at CMU).
- 2.00 cumulative GPA or higher in all CMU coursework.
- A "B" or higher is required in all major courses.
- Pre-collegiate courses (usually numbered below 100) cannot be used for graduation.
- A student must follow the CMU graduation requirements either from 1) the program sheet for the major in effect at the time the student officially declares a major; or 2) a program sheet for the major approved for a year subsequent to the year during which the student officially declares the major and is approved for the student by the department head. Because a program may have requirements specific to the degree, the student should check with the faculty advisor for additional criteria. It is the student's responsibility to be aware of, and follow, all requirements for the degree being pursued. Any exceptions or substitutions must be approved by the student's faculty advisor and Department Head.
- When filling out the program sheet a course can be used only once.
- Essential Learning Capstone should be completed between 45 and 75 hours.
- See the "Undergraduate Graduation Requirements" in the catalog for additional graduation information.

ESSENTIAL LEARNING REQUIREMENTS (31 semester hours)

See the current catalog for a list of courses that fulfill the requirements below. If a course is an Essential Learning option and a requirement for your major, you must use it to fulfill the major requirement and make a different selection for the Essential Learning requirement.

Course	No	Title	Sem.hrs	Grade	Term/Trns
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English (6 semester hours, must receive a grade of "C" or better and must be completed by the time the student has 60 semester hours.)

ENGL 111	English Composition	3			
ENGL 112	English Composition	3			

Math MATH 110 or **higher** (3 semester hours, must receive a grade of "C" or better, must be completed by the time the student has 60 semester hours.)

Humanities (3 semester hours)

Social and Behavioral Sciences (6 semester hours)

Natural Sciences (7 semester hours, one course must include a lab) –

History (3 semester hours)

HIST					
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Fine Arts (3 semester hours)

Course	No	Title	Sem.hrs	Grade	Term/Trns
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WELLNESS REQUIREMENT (2 semester hours)

KINE 100	Health and Wellness	1			
KINA 1		1			

ESSENTIAL LEARNING CAPSTONE (4 semester hours):

ESSL 290	Maverick Milestone (see English & math pre-reqs)	3			
ESSL 200	Essential Speech (co-requisite)	1			

FOUNDATION COURSES (15 semester hours)

Must pass all courses with a grade of "B" or higher.

ARTE 101	Two-Dimensional Design	3			
ARTE 102	Three-Dimensional Design	3			
ARTE 118	History of Art – Prehistory to Renaissance	3			
ARTE 119	History of Art – Renaissance to Present	3			
ARTS 151	Foundation Drawing I	3			

ANIMATION, FILM AND MOTION DESIGN MAJOR REQUIREMENTS

(51 semester hours) Must pass all major courses with a grade of "B" or higher.

Art History Course (3 semester hours)

ARTH 324	History of Graphic Design	3			
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Animation, Film & Motion Design Courses (39 semester hours)

ARTA 123	Lights! Camera! Action!	3			
ARTA 223	Image and Motion	3			
ARTA 224	Principles of Film and Motion Design	3			
ARTA 225	Principles of Animation	3			
ARTA 323	Character Design and Story Concepts	3			
ARTA 324	2D Animation and Motion Design	3			
ARTA 325	3D Digital Modeling	3			
ARTA 326	Digital Filmmaking	3			
ARTA 327	Sound Principles and Production	3			
ARTA 424	Animation, Film & Motion Design Studio I	3			
ARTA 425	Animation, Film & Motion Design Studio II	3			
ARTA 426	Advanced Motion Studio (May be repeated for a maximum of 6 credit hours)	3			
ARTA 427	Portfolio and Demo Reel	3			

Choose three (3) courses from the following: (9 semester hours)

ARTG 405	Web Site Design	3			
ARTG 406	Advanced Web Site Design	3			
ARTS 110	Digital Photography	3			
ARTS 152	Foundation Drawing II	3			
ARTS 360	Sketchbook	3			

Course	No	Title	Sem.hrs	Grade	Term/Trns
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Electives (All college level courses appearing on your final transcript, **not listed above** that will bring your total semester hours to 120 hours.)

SUGGESTED COURSE SEQUENCING FOR A MAJOR IN ANIMATION, FILM & MOTION DESIGN

This is a recommended sequence of course work. Certain courses may have prerequisites or are offered only during the Fall or Spring semesters. It is the student's responsibility to meet with the assigned advisor and check the 2 year course matrix on the Colorado Mesa website for course availability.

FRESHMAN YEAR

Fall Semester	Hours	Spring Semester	Hours
ENGL 111 English Composition	3	ENGL 112 English Composition	3
MATH 110 Mathematics	3	ARTS 151 Foundation Drawing I	3
ARTE 118 History of Art, Prehistory to Renaissance	3	ESSL Social/Behavioral Science	3
ARTE 101 Two-Dimensional Design	3	ARTE 119 History of Art, Renaissance to Present	3
ARTA 123 Lights! Camera! Action!	<u>3</u>	ARTE 102 Three-Dimensional Design	<u>3</u>
	15		15

SOPHOMORE YEAR

Fall Semester	Hours	Spring Semester	Hours
ARTA 223 Image and Motion	3	ARTA 225 Principles of Animation	3
ARTA 224 Principles of Motion Design	3	ARTS 110 Digital Photography	
ARTH 324 History of Graphic Design	3	OR	
ESSL History	3	ARTS 152 Foundation Drawing II	3
ESSL Natural Science	<u>3</u>	ESSL Natural Science with Lab	4
	15	KINE 100 Health and Wellness	1
		KINA Activity	1
		ESSL 290 Maverick Milestone	3
		ESSL 200 Essential Speech	<u>1</u>
			16

JUNIOR YEAR

Fall Semester	Hours	Spring Semester	Hours
ARTA 323 Character Design & Story Concepts	3	ARTA 325 3D Digital Modeling	3
ARTA 324 2D Animation & Motion Design	3	ARTA 326 Digital Filmmaking	3
ESSL Humanities	3	ARTA 327 Sound Principles and Production	3
ESSL Fine Arts	3	ARTG 405 Web Site Design	
Elective or Minor	<u>3</u>	OR	
	15	ARTS 360 Sketchbook	3
		ESSL Social/Behavioral Science	<u>3</u>
			15

SENIOR YEAR

Fall Semester	Hours	Spring Semester	Hours
ARTA 424 Animation, Film & M. Design Studio I	3	ARTA 425 Animation, Film & M. Design Studio II	3
ARTA 426 Advanced Motion Studio	3	ARTA 427 Portfolio & Demo Reel	3
ARTG 405 Web Site Design		ARTA 426 Advanced Motion Studio	
OR		OR	
ARTG 406 Advanced Web Site Design		Elective or Minor	3
OR		Elective or Minor	3
ARTS 360 Sketchbook	3	Elective or Minor	<u>2</u>
Elective or Minor	3		14
Elective or Minor	<u>3</u>		
	15		

POLICIES:

1. Please see the catalog for a complete list of graduation requirements.
2. This program sheet must be submitted with your graduation planning sheet to your advisor during the **semester prior to the semester of graduation, no later than October 1 for spring graduates, no later than March 1 for fall graduates.** You must turn in your "Intent to Graduate" form to the Registrar's Office **by September 15 if you plan to graduate the following May, and by February 15 if you plan to graduate the following December.**
3. Your advisor will sign and forward the Program Sheet and Graduation Planning Sheet to the Department Head for signature. Finally, the Department Head will submit the signed forms to the Registrar's Office. (Students cannot handle the forms once the advisor signs.)
4. If your petition for graduation is denied, it will be your responsibility to reapply for graduation in a subsequent semester. Your "Intent to Graduate" does not automatically move to a later graduation date.
5. NOTE: During your senior year, you will be required to take a capstone exit assessment/project (e.g., Major Field Achievement Test).