



2017-2018 PROGRAM REQUIREMENTS

Degree: Bachelor of Fine Arts

Major: Animation, Film, Photography, and Motion Design*

*Name pending final approval from CMU Board of Trustees

About This Major . . .

The B.F.A. in Animation, Film, Photography and Motion Design (AFP&MD) is unique. After completing traditional freshman-level composition and drawing courses, AFP&MD majors enter a three-tiered program of study. The first tier consists of courses in the principles of animation, film, photography, and motion design—courses designed to outline the specifics of each area and the relationships connecting the areas to each other. The second tier follows with intermediate-level courses where students apply and expand upon earlier basic concepts while exploring more complex applications and 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 a more individual and high-quality portfolio coupled with options for experimentation, collaborative work, and travel. Also unique to AFP&MD are the possible experimental combinations of multiple areas of study in animation, film, photography and motion design. Students at the senior level have opportunities to integrate all four AFP&MD areas or focus on various combinations of digital techniques. Students are encouraged to follow their passions and interests and focus 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 photographic and time-based media. (Specialized Knowledge)

Advising Process and DegreeWorks

This document is intended for informational purposes to help determine what courses and associated requirements are needed to earn a degree. The suggested course sequencing outlines how students could finish degree requirements. Some courses are critical to complete in specific semesters, while others may be moved around. Meeting with an academic advisor is essential in planning courses and altering the suggested course sequencing. It is ultimately the student's responsibility to understand and fulfill the requirements for her/his intended degree(s).

DegreeWorks is an online degree audit tool available in MAVzone. It is the official record used by the Registrar's Office to evaluate progress towards a degree and determine eligibility for graduation. Students are responsible for reviewing their DegreeWorks audit on a regular basis and should discuss questions or concerns with their advisor or academic department head. Discrepancies in requirements should be reported to the Registrar's Office.

Graduation Process

Students must complete the following in the first two months of the semester prior to completing their degree requirements:

- Review their DegreeWorks audit and create a plan that outlines how unmet requirements will be met in the final semester.
- Meet with their advisor and modify their plan as needed. The advisor must approve the final plan.
- Submit the "Intent to Graduate" form to the Registrar's Office to officially declare the intended graduation date and commencement ceremony plans.
- Register for all needed courses and complete all requirements for each degree sought.

Submission deadlines and commencement details can be found at <http://www.coloradomesa.edu/registrar/graduation.html>.

If a student's petition for graduation is denied, it will be her/his responsibility to consult the Registrar's Office regarding next steps.

INSTITUTIONAL DEGREE REQUIREMENTS

The following institutional degree requirements apply to all CMU baccalaureate degrees. Specific programs may have different requirements that must be met in addition to institutional requirements.

- 120 semester hours minimum.
- 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 (an alternative credit limit applies to the Bachelor of Applied Science degree).
- 2.00 cumulative GPA or higher in all CMU coursework.
- A course may only be used to fulfill one requirement for each degree/certificate.
- No more than six semester hours of independent study courses can be used toward the degree.
- Non-traditional credit, such as advanced placement, credit by examination, credit for prior learning, cooperative education and internships, cannot exceed 30 semester credit hours for a baccalaureate degree; A maximum of 15 of the 30 credits may be for cooperative education, internships, and practica.
- Pre-collegiate courses (usually numbered below 100) cannot be used for graduation.
- Capstone exit assessment/projects (e.g., Major Field Achievement Test) requirements are identified under Program-Specific Degree Requirements.
- The Catalog Year determines which program sheet and degree requirements a student must fulfill in order to graduate. Visit with your advisor or academic department to determine which catalog year and program requirements you should follow.
- See "Requirements for Undergraduate Degrees and Certificates" in the catalog for a complete list of graduation requirements.

PROGRAM-SPECIFIC DEGREE REQUIREMENTS

Institutional degree requirements listed above are sufficient for this program.

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.

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)

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

- MATH 110 - College Mathematics (3) or higher

Humanities (3 semester hours)

- Select one Humanities course (3)

Social and Behavioral Sciences (6 semester hours)

- Select one Social and Behavioral Sciences course (3)
- Select one Social and Behavioral Sciences course (3)

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

- Select one Natural Sciences course (3)
- Select one Natural Sciences course with a lab (4)

History (3 semester hours)

- Select one History course (3)

Fine Arts (3 semester hours)

- Select one Fine Arts course (3)

OTHER LOWER-DIVISION REQUIREMENTS

Wellness Requirement (2 semester hours)

- KINE 100 - Health and Wellness (1)
- Select one Activity course (1)

Essential Learning Capstone (4 semester hours)

Essential Learning Capstone must be taken after completion of the Essential Learning English and Mathematics requirements, and when a student has earned between 45 and 75 hours.

- ESSL 290 - Maverick Milestone (3)
- ESSL 200 - Essential Speech (1)

FOUNDATION COURSES (15 semester hours)

- 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)
- ARTE 151 - Foundation Drawing I (3)

BFA, ANIMATION, FILM, PHOTOGRAPHY AND MOTION DESIGN REQUIREMENTS (51 semester hours, must pass all courses with a grade of "B" or higher)

Art History Course (3 semester hours)

- ARTH 324 - History of Graphic Design (3)

Animation, Film, Motion Design Courses (48 semester hours)

- ARTA 123 - Lights! Camera! Action! (3)
- ARTA 222 - Principles of Digital Photography (3)
- ARTA 223 - Image and Motion (3)
- ARTA 224 - Principles of Film and Motion Design (3)
- ARTA 225 - Principles of Animation (3)
- ARTA 322 - Intermediate Photography (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 422 - Advanced Photography and Studio Lighting (3)
- ARTA 424 - Animation, Film, Photography, and Motion Design Studio I (3)
- ARTA 425 - Animation, Film, Photography, and Motion Design Studio II (3)
- ARTA 426 - Advanced Motion Studio (3)
- ARTA 427 - Portfolio and Demo Reel (3)

GENERAL ELECTIVES (All college level courses appearing on your final transcript, not listed above that will bring your total semester hours to 120 hours. 17 semester hours)

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- _____
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SUGGESTED COURSE SEQUENCING

Freshman Year, Fall Semester: 15 credits

- ENGL 111 - English Composition (3)
- MATH 110 - College Mathematics (3) or higher
- ARTE 118 - History of Art, Prehistory to Renaissance (3)
- ARTE 101 - Two-Dimensional Design (3)
- ARTA 123 - Lights! Camera! Action! (3)

Freshman Year, Spring Semester: 15 credits

- ENGL 112 - English Composition (3)
 - ARTE 151 - Foundation Drawing I (3)
 - Essential Learning - Social and Behavioral Sciences (3)
 - ARTE 102 - Three-Dimensional Design (3)
 - ARTE 119 - History of Art, Renaissance to Present (3)
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Sophomore Year, Fall Semester: 15 credits

- ARTA 223 - Image and Motion (3)
- ARTA 224 - Principles of Film and Motion Design (3)
- ARTA 222 - Principles of Digital Photography (3)
- Essential Learning - History (3)
- Essential Learning - Natural Science (3)

Sophomore Year, Spring Semester: 16 credits

- ARTH 324 - History of Graphic Design (3)
 - ARTA 225 - Principles of Animation (3)
 - Essential Learning - Natural Science with Lab (4)
 - KINE 100 - Health and Wellness (1)
 - KINA Activity (1)
 - ESSL 290 - Maverick Milestone (3)
 - ESSL 200 - Essential Speech (1)
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Junior Year, Fall Semester: 15 credits

- ARTA 323 - Character Design and Story Concepts (3)
- ARTA 324 - 2D Animation and Motion Design (3)
- Essential Learning - Fine Arts (3)
- Essential Learning - Humanities (3)
- Elective (3)

Junior Year, Spring Semester: 15 credits

- Essential Learning - Social and Behavioral Sciences (3)
 - ARTA 325 - 3D Digital Modeling (3)
 - ARTA 326 - Digital Filmmaking (3)
 - ARTA 327 - Sound Principles and Production (3)
 - ARTA 322 - Intermediate Photography (3)
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Senior Year, Fall Semester: 15 credits

- ARTA 424 - Animation, Film, Photography, and Motion Design Studio I (3)
- ARTA 426 - Advanced Motion Studio (3)
- ARTA 422 - Advanced Photography and Studio Lighting (3)
- Electives (2 courses) (6)

Senior Year, Spring Semester: 14 credits

- ARTA 425 - Animation, Film, Photography, and Motion Design Studio II (3)
- ARTA 427 - Portfolio and Demo Reel (3)

- Electives (3 courses) (8)
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