

ANIMATION, FILM, PHOTOGRAPHY AND MOTION DESIGN (BFA)

Degree: Bachelor of Fine Arts

Major: Animation, Film, Photography, and Motion Design

Program Code: 3284

The BFA in Animation, Film, Photography and Motion Design teaches all aspects of the production process. Classes are structured around experiential learning, providing students with extensive hands-on practice with individual and collaborative projects that reflect industry standards.

Animation, Film, Photography and Motion Design encourages students to explore their passions and interests by allowing certain projects to be customized to their individual career goals. This degree cultivates a positive learning environment for experimentation and exploration with an emphasis on the study of time, motion and light in regards to various narrative, non-fiction, and experimental techniques. Students develop into critical, analytical, and independent problem solvers, thinkers, and creators.

The program offers cross-disciplinary coursework, which emphasizes the relationships between Animation, Film, Photography, and Motion Design so that each course enhances the others.

All CMU baccalaureate graduates are expected to demonstrate proficiency in specialized knowledge/applied learning, quantitative fluency, communication fluency, critical thinking, personal and social responsibility, and information literacy. 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. Reflect on and respond to ethical, social, civil, and/or environment challenges as they relate to art, design, and new media. (Personal and Social Responsibility)
6. Determine the best medium, methods and artistic strategies for evaluating information critically and developing a message by finding relevant sources of information, and applying the information effectively to visual culture. (Information Literacy)
7. Design and publish a professional portfolio and demo reel that meet current industry standards. (Applied Learning)
8. Demonstrate technical, aesthetic, and conceptual decisions based on application of the creative design process for photographic and time-based media. (Specialized Knowledge)

Requirements

Each section below contains details about the requirements for this program. Select a header to expand the information/requirements for that particular section of the program's requirements.

To print or save an overview of this program's information, including the program description, learning outcomes, requirements, suggested course sequencing (if applicable), and advising and graduation information, scroll to the bottom of the left-hand navigation menu and select "Print Options." This will give you the options to either "Send Page to Printer" or "Download PDF of This Page." The "Download PDF of This Page" option prepares a much more concise presentation of all program information. The PDF is also printable and may be preferable due to its brevity.

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.

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.

Code	Title	Semester Credit Hours
English ¹		
ENGL 111	English Composition I-GTC01	3
ENGL 112	English Composition II-GTC02	3
Mathematics ¹		
MATH 110	Mathematical Investigations-GTMA1	3
History		
Select one History course		3
Humanities		
Select one Humanities course		3
Social and Behavioral Sciences		
Select one Social and Behavioral Sciences course		3
Select one Social and Behavioral Sciences course		3
Fine Arts		
Select one Fine Arts course		3
Natural Sciences ²		
Select one Natural Sciences course with a lab		4
Select one Natural Sciences course		3
Total Semester Credit Hours		31

¹ Must receive a grade of “C” or better and must be completed by the time the student has 60 semester hours.
² One course must include a lab.

Other Lower Division Requirements

Code	Title	Semester Credit Hours
Wellness Requirement		
KINE 100	Health and Wellness	1
Select one Activity course		1
Essential Learning Capstone ¹		
ESSL 200	Essential Speech	1
ESSL 290	Maverick Milestone	3
Total Semester Credit Hours		6

¹ 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.

Foundation Courses

(15 semester hours, must pass each course with a grade of “B” or higher.)

Code	Title	Semester Credit Hours
ARTE 101	Two-Dimensional Design-GTAH1	3
ARTE 102	Three-Dimensional Design-GTAH1	3
ARTE 118	History of Art, Prehistory to Renaissance-GTAH1	3
ARTE 119	History of Art, Renaissance to Present-GTAH1	3

ARTS 151	Foundation Drawing I	3
Total Semester Credit Hours		15

Program Specific Degree Requirements

(48 semester hours, must pass each course with a grade of “C” or higher.)

Code	Title	Semester Credit Hours
Art History Course		
ARTH 331	History of the Moving Image	3
Animation, Film, Photography & Motion Design Courses		
ARTA 123	Lights! Camera! Action!	3
ARTA 222	Principles of Digital Photography	3
or ARTS 225 Introduction to Photography		
ARTA 223	Image and Motion	3
ARTA 224	Principles of Film	3
ARTA 225	Principles of Animation	3
ARTA 323	Character Design and Story Concepts	3
or ARTA 426 Advanced Motion Studio		
ARTA 324	Animation Production	3
or ARTA 326 Intermediate Filmmaking		
ARTA 327	Sound Design and Post-Production	3
ARTA 422	Advanced Photography and Studio Lighting	3
or ARTS 425 Advanced Studio Photography		
ARTA 424	Animation, Film, and Photography Studio I	3
ARTA 425	Animation, Film, and Photography Studio II	3
ARTA 427	Portfolio and Demo Reel	3
Restricted Electives		
9 credits of upper-division ARTA, ARTG, ARTS, ARTT, or ARTH		9
Total Semester Credit Hours		48

General Electives

(All college level courses appearing on your final transcript, not listed above that will bring your total semester hours to 120 hours, including 40 hours of Upper Division. 20 semester hours, 7 of which must be Upper Division.)

Code	Title	Semester Credit Hours
Select electives		20
Total Semester Credit Hours		20

Suggested Course Plan

First Year		Semester Credit Hours
Fall Semester		
ENGL 111	English Composition I-GTC01	3
ARTE 118	History of Art, Prehistory to Renaissance-GTAH1	3
ARTE 101 or ARTE 102	Two-Dimensional Design-GTAH1 ¹ or Three-Dimensional Design-GTAH1	3
ARTA 123	Lights! Camera! Action!	3
Essential Learning - Social and Behavioral Sciences		3
Semester Credit Hours		15

Spring Semester

ENGL 112	English Composition II-GTC02	3
MATH 110	Mathematical Investigations-GTMA1	3
ARTE 101 or ARTE 102	Two-Dimensional Design-GTAH1 ¹ or Three-Dimensional Design-GTAH1	3
ARTE 119	History of Art, Renaissance to Present-GTAH1	3
Essential Learning- History		3
Semester Credit Hours		15

Second Year**Fall Semester**

ARTS 151	Foundation Drawing I	3
ARTA 222 or ARTA 223	Principles of Digital Photography ¹ or Image and Motion	3
KINE 100	Health and Wellness	1
KINA Activity		1
Essential Learning - Humanities		3
Essential Learning - Natural Science with lab		4
Semester Credit Hours		15

Spring Semester

ARTA 222 or ARTA 223	Principles of Digital Photography ¹ or Image and Motion	3
ARTA 224	Principles of Film	3
ARTA 225	Principles of Animation	3
ESSL 290	Maverick Milestone	3
ESSL 200	Essential Speech	1
Essential Learning - Natural Science		3
Semester Credit Hours		16

Third Year**Fall Semester**

ARTA 324 or ARTA 326	Animation Production or Intermediate Filmmaking	3
ARTH 331	History of the Moving Image	3
Essential Learning - Fine Arts		3
Restricted Elective		6
Semester Credit Hours		15

Spring Semester

ARTA 323 or ARTA 426	Character Design and Story Concepts or Advanced Motion Studio	3
ARTA 327	Sound Design and Post-Production	3
Essential Learning - Social and Behavioral Sciences		3
General Elective (2 courses)		6
Semester Credit Hours		15

Fourth Year**Fall Semester**

ARTA 424	Animation, Film, and Photography Studio I	3
General Electives (3 courses)		9
Restricted Elective		3
Semester Credit Hours		15

Spring Semester

ARTA 422 or ARTS 425	Advanced Photography and Studio Lighting or Advanced Studio Photography	3
ARTA 425	Animation, Film, and Photography Studio II	3
ARTA 427	Portfolio and Demo Reel	3
General Electives		5
Semester Credit Hours		14
Total Semester Credit Hours		120

¹ Both courses must be completed. Students may choose which semester to take each course. ARTS 225 may be taken instead of ARTA 222.

Advising and Graduation

Advising Process and DegreeWorks

Documentation on the pages related to this program 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 their 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 their responsibility to consult the Registrar's Office regarding next steps.