Animation (BA)

This program is offered by the School of Communications/Electronic and Photographic Media Department and is only available at the St. Louis home campus.

Program Description
The BA in animation offers students the opportunity to learn core principles and techniques focusing on storytelling, motion, drawing, performance and expression through traditional and digital forms. Each student will undertake an intensive course of study including character animation, experimental concepts, fine art techniques and diverse applications, building a strong, global foundation before embarking upon an eventual area of concentration.

Learning Outcomes
Successful graduates of the animation program will be able to:

• Create animation with fundamental and technical proficiency.
• Express visual concepts artistically.
• Integrate storytelling and performance.
• Synthesize theory and practice creating animation from a global perspective.

Degree Requirements
For information on the general requirements for a degree, see Baccalaureate Degree Requirements under the Academic Policies and Information section of this catalog.

• 57 required credit hours
• Applicable University Global Citizenship Program hours
• Electives

Required Courses
• ANIM 1000 Animation I (3 hours)
• ART 1110 Introduction to Drawing (3 hours)
• MDST 2100 Media Literacy (3 hours)
• ANIM 1010 Animation II (3 hours)
• ANIM 1040 Storyboarding (3 hours)
• FTVP 1400 Graphics and Effects (3 hours)
• ANIM 2000 Advanced Animation (3 hours)
• ANIM 2200 3D Modeling (3 hours)
• FLST 2060 Modern World Cinema (3 hours)
• FLST 2070 History of Animation (3 hours)
• ANIM 3010 Voicing Your Creation (3 hours)
• ANIM 4010 Character Design (3 hours)
• ANIM 4700 Professional Development in Animation (3 hours)
• MDST 4950 Internship* (3 hours)
  or ANIM 4620 Senior Overview* (3 hours)
• SCPT 3300 Writing the Short Script (3 hours)

* Capstone Course

A minimum of 12 credit hours must be chosen from the following:

• ANIM 1200 3D Character Sculpting (3 hours)
• ANIM 2010 Experimental Animation (3 hours)
• ANIM 2040 Cartooning (3 hours)
• ANIM 3030 Visual Storytelling (3 hours)
• ANIM 3040 Comic Book Creation (3 hours)
• ANIM 3150 Special Topics in Animation (3 hours)
• ANIM 3200 3D Animation and Rigging (3 hours)
• ANIM 4040 Concept Art (3 hours)
• ANIM 4200 3D Animated Short Film (3 hours)
• ANIM 4400 Photorealistic 3D Animation (3 hours)