**BFA in Animation (488040) MAP Sheet**  
Fine Arts and Communications, Design

For students entering the degree program during the 2022-2023 curricular year.

This is a limited enrollment program requiring departmental admissions approval. Admission to BYU does not guarantee admission into this program.

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### University Core and Graduation Requirements

<table>
<thead>
<tr>
<th><strong>University Core Requirements:</strong></th>
<th><strong>Suggested Sequence of Courses</strong></th>
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</thead>
<tbody>
<tr>
<td><strong>Requirements</strong></td>
<td><strong>FRESHMAN YEAR</strong></td>
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<tr>
<td><strong>#Classes</strong></td>
<td><strong>Hours</strong></td>
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<tr>
<td><strong>Religion Cornerstones</strong></td>
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<tr>
<td>Teachings and Doctrine of The Book of Mormon</td>
<td>1</td>
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<tr>
<td>Jesus Christ and the Everlasting Gospel</td>
<td>1</td>
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<tr>
<td>Foundations of the Restoration</td>
<td>1</td>
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<tr>
<td>The Eternal Family</td>
<td>1</td>
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<tr>
<td><strong>The Individual and Society</strong></td>
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<tr>
<td><strong>American Heritage</strong></td>
<td>1-2</td>
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<tr>
<td><strong>Global and Cultural Awareness</strong></td>
<td>1</td>
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<tr>
<td><strong>Skills</strong></td>
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<tr>
<td><strong>First Year Writing</strong></td>
<td>1</td>
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<tr>
<td><strong>Advanced Written and Oral Communications</strong></td>
<td>1</td>
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<tr>
<td><strong>Quantitative Reasoning</strong></td>
<td>0-1</td>
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<tr>
<td><strong>Languages of Learning (Math or Language)</strong></td>
<td>1</td>
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<tr>
<td><strong>Arts, Letters, and Sciences</strong></td>
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<tr>
<td><strong>Civilization 1</strong></td>
<td>1</td>
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<tr>
<td><strong>Civilization 2</strong></td>
<td>1</td>
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<tr>
<td><strong>Arts</strong></td>
<td>1</td>
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<td><strong>Letters</strong></td>
<td>1</td>
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<td><strong>Biological Science</strong></td>
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<td><strong>Physical Science</strong></td>
<td>1</td>
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<td><strong>Social Science</strong></td>
<td>1</td>
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<tr>
<td><strong>Core Enrichment: Electives</strong></td>
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<tr>
<td><strong>Religion Electives</strong></td>
<td>3-4</td>
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<tr>
<td><strong>Open Electives</strong></td>
<td>Variable</td>
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<tr>
<td><strong>Total Hours</strong></td>
<td>15.0</td>
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<tr>
<td><strong>With works completed in DES 150, DESAN 160 and CSANM 150, apply to the Animation BFA program via portfolio review in June. Contact department for application deadline.</strong></td>
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<td><strong>Sophomore Year</strong></td>
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<td><strong>3rd Semester</strong></td>
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<tr>
<td><strong>CSANM 250</strong></td>
<td>2.0</td>
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<tr>
<td><strong>DESAN 260</strong></td>
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<td><strong>DESAN 265</strong></td>
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<tr>
<td><strong>DESAN 266</strong></td>
<td>3.0</td>
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<tr>
<td><strong>DESAN 267</strong></td>
<td>3.0</td>
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<tr>
<td><strong>General Education courses, university requirements, and/or general electives</strong></td>
<td>4.0</td>
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<tr>
<td><strong>Total Hours</strong></td>
<td>15.0</td>
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<tr>
<td><strong>4th Semester</strong></td>
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<td><strong>CSANM 252</strong></td>
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<tr>
<td><strong>CSANM 258</strong></td>
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<tr>
<td><strong>DESAN 259R</strong></td>
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<tr>
<td><strong>TMA 294</strong></td>
<td>3.0</td>
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<tr>
<td><strong>GE</strong></td>
<td>3.0</td>
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<tr>
<td><strong>Total Hours</strong></td>
<td>15.0</td>
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<tr>
<td><strong>5th Semester</strong></td>
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<tr>
<td><strong>DESAN 363R</strong></td>
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<tr>
<td><strong>Total Hours</strong></td>
<td>1.5</td>
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</tbody>
</table>

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**Note:** This degree program requires a minimum of 120 hours for graduation. Students are encouraged to complete an average of 15 credit hours each semester or Spring/Summer term. Taking fewer credits substantially increases the cost and the number of semesters to graduate.

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**Graduation Requirements:**

- Minimum residence hours required: 30.0
- Minimum hours needed to graduate: 120.0

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*Accepted pre-BFA Animation students are encouraged to enroll in CSANM 150, DESAN 160 2nd term of Fall or Winter Semester or Spring term.*
The Animation BFA program is a limited enrollment program requiring departmental admissions approval. Interested students should declare pre-major intent and complete DESAN 101. Based on review of work completed in DESAN 101, students will be promoted to pre-BFA Animation status. Successful applicants will go on to complete the foundational courses before applying for admissions to the Animation BFA major through a portfolio review in June. Only students granted pre-BFA status are to complete the foundational courses and then may apply for the BFA professional program through a portfolio review in June.

REQUIREMENT 1: Complete 1 course
PREREQUISITE COURSES:
DESAN 101 - Introduction to Drawing for Pre-Animation
Apply for pre-BFA status via portfolio review.

REQUIREMENT 2: Complete 3 courses
FOUNDATIONAL COURSES:
CSANN 150 - Introduction to Three-Dimensional Computer Graphics
DES 150 - Introduction to Life Drawing
DESAN 160 - Introduction to Two-Dimensional Animation Skills
Apply to the Animation BFA program.

REQUIREMENT 3: Complete 10 courses
AFTER ADMISSION TO THE MAJOR, COMPLETE THE FOLLOWING:
CSANN 250 - Intermediate Three-Dimensional Computer Graphics
CSANN 252 - Introduction to Three-Dimensional Animation
CSANN 258 - Scripting for Animation
DESAN 250R - Gesture Drawing for Animators
DESAN 260 - Basic Storyboarding
DESAN 262 - Beginning Character Animation
DESAN 265 - Drawing for Animation
DESAN 363R - Two-Dimensional Animation Production
DESAN 460 - Business and Ethics in Animation
*TM 102 - Introduction to Film

REQUIREMENT 4: Complete 1 course
CSANN 450R - Advanced Senior Film Production
CSANN 459R - Video Game Production

REQUIREMENT 5: Complete 1 course
CSANN 452R - Advanced Senior Film Production
CSANN 460R - Video Game Production
DESAN 497R - BFA Final Project
DESAN 497R - BFA Independent Film Production

History & Critical Studies Courses:
REQUIREMENT 6: Complete 3 courses
*ARTHC 201 - World Civilization to 1500
*ARTHC 202 - World Civilization Since 1500

TM 294 - History of Animation 3.0
REQUIREMENT 7: Complete 1 course
DES 390 - Design Theory and Visual Culture 3.0
DESI 354 - Survey of Illustration History 3.0
DESPH 379 - History of Photography 3.0
TM 291 - Media Arts History 3.0
TM 293 - Media Arts History 2 3.0

REQUIREMENT 8: Complete 13.0 hours from the following course(s)
(COURSES COMPLETED ABOVE DO NOT DOUBLE COUNT TO FULFILL THIS REQUIREMENT.)
ART 104 - Introduction to Sculpture for Non-Majors 3.0
CSANN 340 - Introduction to Game Design 2.0
CSANN 351R - Lighting for Three-Dimensional Graphics 3.0
CSANN 352R - Senior Film Development 3.0
CSANN 353 - Previsualization 3.0
CSANN 354 - Shader Programming 3.0
CSANN 454 - Advanced Shading 3.0
CSANN 458 - Three-Dimensional Visual Effects 3.0
CSANN 459R - Video Game Production 1 3.0
DES 381 - Interdisciplinary Motion 3.0
DES 394R - Special Topics 3.0
DES 480 - Interdisciplinary Motion 2 3.0
DESAN 350 - Intermediate Character Animation 3.0
DESAN 360R - Advanced Storyboarding 3.0
DESAN 361R - Visual Development and Character Design 3.0
DESAN 362R - Advanced Character Animation 3.0
DESAN 364R - Digital Sculpting 3.0
DESAN 365R - Digital Painting 3.0
DESAN 394R - Special Topics 3.0
DESAN 460R - Developing Intellectual Properties in Animation 3.0
DESAN 497R - BFA Independent Film Production 3.0
DESAN 498R - Directed Studies in Animation 6.0
DES 253 - Environment Design 3.0
DES 350 - Advanced Life Drawing 3.0
DESPH 270 - Introduction to Black and White Photography and Darkroom 3.0
ENT 101 - Introduction to Entrepreneurship 3.0
MKTG 201 - Marketing Management 3.0
STDEV 317 - Job and Internship Search Strategies 2.0
TM 123 - Acting Fundamentals 2.0
TM 185 - Basic Media Production 3.0
TM 241 - Screenwriting I 3.0

BFA in Animation (488040)
2022-2023 Program Requirements (62.5 - 64.5 Credit Hours)

TM 257 - Storytelling 2.0
TM 475R - Advanced Film Production - Fiction: Production & Postproduction 3.0v

THE DISCIPLINE

The Animation program has a national reputation and graduates have excellent job placement working within their disciplines. Students have won many prestigious awards, such as Student Academy awards and Emmys. Internships, study abroad experiences and field trips are a bridge to professional practice and allow students to visit artists' studios and film and gaming studios. Animation students at BYU get to work on collaborative projects with other disciplines and utilize software, studios, and other resources to complete their projects. Students are given opportunities to develop portfolios as they work on personal and group projects, and major films that will help prepare for a successful career as an animator.

CAREER OPPORTUNITIES

Animation majors work in various disciplines that include feature animation studios, visual and special effect studios, entertainment, gaming and scientific data visualization. Program alumni working in studios such as Pixar and Disney often provide behind-the-scenes views and mentoring opportunities for students.

ADMISSIONS

Prospective BYU Students: Prospective students wishing to be admitted into the animation program should apply to BYU through the regular admissions process at byu.edu/admissions. Admission to BYU does not guarantee admission into the Department of Design degree programs. Prospective students are strongly encouraged to apply for department scholarships. Apply online at https://designdept.slideroom.com. Go to https://designdept.byu.edu/department-scholarships for application deadline information.

Department Admissions: Animation is a limited enrollment program which requires students to apply for acceptance through a department admissions process. Admitted BYU students should declare their intent to major in animation before registering for DESAN 101,
the pre-requisite course. Based upon performance in DESAN 101, students will be promoted to pre-BFA Animation status. Successful applicants will be granted pre-BFA status in order to complete foundational courses before applying for admissions to the Animation BFA major.

**Major Admissions:** Upon completion of all pre-major courses, students apply for admission to the BFA major through a portfolio review held in June of each year. Apply online at [https://designdept.slideroom.com](https://designdept.slideroom.com). Contact the department office at designdept@byu.edu for more information.

**Transfer Students:** Transfer students applying for admittance to the Department of Design are asked to submit an application and a portfolio on [https://designdept.slideroom.com](https://designdept.slideroom.com). Transfer applications for the Department of Design are reviewed year round by the animation program. At the discretion of the area faculty, students are accepted into the department and placed at the appropriate level of study. Transfer applications are contingent upon acceptance into BYU, which is a separate application process. Admission to the department does not guarantee admission to Brigham Young University. For BYU deadlines refer to [https://enrollment.byu.edu/admissions/deadlines](https://enrollment.byu.edu/admissions/deadlines).

**Note:** Students may apply to the Animation pre-major and major programs twice.

**TALENT AWARDS AND DEPARTMENT SCHOLARSHIPS**

Design majors are encouraged to apply for Department Talent Awards and other scholarships. Go to [https://designdept.byu.edu/department-scholarships](https://designdept.byu.edu/department-scholarships) for funding information and application deadlines.

**EQUIPMENT REQUIREMENTS**

Incoming BYU design students are asked to purchase a computer for their own convenience and to maximize their academic experience. Pre-major courses can be completed with the use of university labs, however most students prefer having their own computer. Animation Majors are required to own a Wacom “Grip Pen” stylus.

Animation is a collaborative discipline, so most work will be done in the computer labs on campus as opposed to on personal computers. However, if students wish to work outside of lab hours, laptops/computers should have the specs to be able to run Maya: [https://knowledge.autodesk.com/support/maya/learn-explore/caas/sftd/articles/sftd/articles/System-requirements-for-Autodesk-Maya.html](https://knowledge.autodesk.com/support/maya/learn-explore/caas/sftd/articles/sftd/articles/System-requirements-for-Autodesk-Maya.html)

**DESIGN EDUCATION LICENSURE**

Design majors can add teaching licensure to their degree through the Art Education Licensure Program. This program prepares students with a design background to teach art and design in K-12 classrooms. The program includes 36 credits of coursework, with a semester of student teaching as the capstone project. To join the program, students must enroll in and successfully pass ARTED 276 (Introduction to K-12 Art and Design Education: Studio Methods, Media, and Explorations of teaching). For more information go to [https://byuarted.weebly.com](https://byuarted.weebly.com). Contact the Art Education Coordinator to discuss interest in the licensure option: Mark Graham at mark_graham@byu.edu.

**DEGREE PROGRAM ADVISEMENT**

Students should contact the college advisement center located in D-444 of the Harris Fine Arts Center, or call 801-422-3777 for information concerning undergraduate programs in the Department of Design. Program coordinators are also appointed to counsel students about program objectives, course content and sequence, career goals, and other matters pertaining to their major field of study. The advisors for this major are:

**Pre-Majors:**

Nathan Lindsay, Assistant Professor
Telephone: 801-422-7336
Email: n8animation@gmail.com

**BFA Animation Students:**

Sam Nielsen, Associate Teaching Professor
Telephone: 801-422-1486
Email: sam.nielson@byu.edu

**MAP DISCLAIMER**

While every reasonable effort is made to ensure accuracy, there are some student populations that could have exceptions to listed requirements. Please refer to the university catalog and your college advisement center/department for complete guidelines.

**DEPARTMENT INFORMATION**

Department of Design
Telephone: 801-422-7323
Email: designdept@byu.edu
Website: [designdept.byu.edu](https://designdept.byu.edu)

**ADVISEMENT CENTER INFORMATION**

1100 WCCB
Telephone: 801-422-3777
Email: cfacadvise@byu.edu
Website: [cfacadvise.byu.edu](https://cfacadvise.byu.edu)