

BFA in Animation (488040) MAP Sheet

Fine Arts and Communications, Design

For students entering the degree program during the 2021-2022 curricular year.

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



University Core and Graduation Requirements				Suggested Sequence of Courses	
University Core Requirements:					
Requirements	#Classes	Hours	Classes		
Religion Cornerstones					
Teachings and Doctrine of The Book of Mormon	1	2.0	REL A 275		
Jesus Christ and the Everlasting Gospel	1	2.0	REL A 250		
Foundations of the Restoration	1	2.0	REL C 225		
The Eternal Family	1	2.0	REL C 200		
The Individual and Society					
American Heritage	1-2	3-6.0	from approved list		
Global and Cultural Awareness	1	3.0	from approved list		
Skills					
First Year Writing	1	3.0	from approved list		
Advanced Written and Oral Communications	1	3.0	WRTG 311 or 312 recom.		
Quantitative Reasoning	0-1	0-3.0	from approved list		
Languages of Learning (Math or Language)	1	3-20.0	from approved list		
Arts, Letters, and Sciences					
Civilization 1	1	3.0	ARTHC 201*		
Civilization 2	1	3.0	ARTHC 202*		
Arts	1	3.0	TMA 102*		
Letters	1	3.0	from approved list		
Biological Science	1	3-4.0	from approved list		
Physical Science	1	3.0	from approved list		
Social Science	1	3.0	from approved list		
Core Enrichment: Electives					
Religion Electives	3-4	6.0	from approved list		
Open Electives	Variable	Variable	personal choice		
* These courses fill both University Core and program requirements. For University Core/program questions, contact the Advisement Center. For career questions, see the faculty advisor.					
Graduation Requirements:					
Minimum residence hours required		30.0			
Minimum hours needed to graduate		120.0			
				FRESHMAN YEAR	
				1st Semester	
				First-year Writing or American Heritage	3.0
				ARTHC 201*	3.0
				DESAN 101 (1st term)	1.0
				DESAN 160 (or CSANM 150)** (2nd term)	1.5
				Religion Cornerstone course	2.0
				General Education courses, university requirements, and/or general electives	4.5
				Total Hours	15.0
				Based on performance in DESAN 101, students will be promoted to pre-BFA Animation status.	
				2nd Semester	
				First-year Writing or American Heritage	3.0
				DES 150	3.0
				CSANM 150 (or DESAN 160)**	3.0
				TMA 102*	3.0
				Religion Cornerstone course	2.0
				General Education courses, university requirements, and/or general electives	1.0
				Total Hours	15.0
				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.	
				SOPHOMORE YEAR	
				3rd Semester	
				CSANM 250	2.0
				DESAN 265	3.0
				DESAN 260	3.0
				DESAN 262	3.0
				General Education courses, university requirements, and/or general electives	4.0
				Total Hours	15.0
				4th Semester	
				CSANM 252	3.0
				CSANM 258	3.0
				DESAN 250R	3.0
				TMA 294	3.0
				General Education courses, university requirements, and/or general electives	3.0
				Total Hours	15.0
				JUNIOR YEAR	
				5th Semester	
				ARTHC 202*	3.0
				DESAN 350	3.0
				Requirement 7 Course	3.0
				General Education courses, university requirements, and/or general electives	6.0
				Total Hours	15.0
				6th Semester	
				DESAN 363R	1.5
				Requirement 8 Courses	6.0
				General Education courses, university requirements, and/or general electives	7.5
				Total Hours	15.0
				SENIOR YEAR	
				7th Semester	
				DESAN 460	2.0
				CSANM 450R or CSANM 459R or CSANM 497R OR DESAN 497R	3.0
				Requirement 8 Courses	4.0
				General Education courses, university requirements, and/or general electives	6.0
				Total Hours	15.0
				8th Semester	
				CSANM 452R or CSANM 460R or CSANM 497R or DESAN 497R	3.0
				General Education courses, university requirements, and/or general electives	12.0
				Total Hours	15.0
				**Accepted pre-BFA Animation students are encouraged to enroll in CSANM 150, DESAN 160 2nd term of Fall or Winter Semester or Spring term.	
				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 30 credit hours each year, which could include spring and/or summer term. Taking fewer credits substantially increases the cost and the number of semesters to graduate.	

BFA in Animation (488040)
2021-2022 Program Requirements (62.5 - 64.5 Credit Hours)

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 upon 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 1.0

Apply for pre-BFA status via portfolio review.

REQUIREMENT 2 Complete 3 courses

FOUNDATIONAL COURSES:

CSANM 150 - Introduction to Three-Dimensional Computer Graphics 1.5

DES 150 - Introduction to Life Drawing 3.0

DESAN 160 - Introduction to Two-Dimensional Animation Skills 1.5

Apply to the Animation BFA program.

REQUIREMENT 3 Complete 11 courses

AFTER ADMISSION TO THE MAJOR, COMPLETE THE FOLLOWING:

CSANM 250 - Intermediate Three-Dimensional Computer Graphics 2.0

CSANM 252 - Introduction to Three-Dimensional Animation 3.0

CSANM 258 - Scripting for Animation 3.0

DESAN 250R - Gesture Drawing for Animators 3.0

DESAN 260 - Basic Storyboarding 3.0

DESAN 262 - Beginning Character Animation 3.0

DESAN 265 - Drawing for Animation 3.0

DESAN 350 - Intermediate Character Animation 3.0

DESAN 363R - Two-Dimensional Animation Production 1.5

DESAN 460 - Business and Ethics in Animation 2.0

*TMA 102 - Introduction to Film 3.0

REQUIREMENT 4 Complete 1 course

CSANM 450R - Advanced Senior Film Production 1 3.0

CSANM 459R - Video Game Production 1 3.0

REQUIREMENT 5 Complete 1 course

CSANM 452R - Advanced Senior Film Production 2 3.0

CSANM 460R - Video Game Production 2 3.0

CSANM 497R - BFA Final Project 3.0v

DESAN 497R - BFA Independent Film Production 3.0v

History & Critical Studies Courses:

REQUIREMENT 6 Complete 3 courses

*ARTHC 201 - World Civilization to 1500 3.0

*ARTHC 202 - World Civilization Since 1500 3.0

TMA 294 - History of Animation 3.0

REQUIREMENT 7 Complete 1 course

DES 390 - Design Theory and Visual Culture 3.0

DESIL 355 - History of American Illustration 1 (1860-1930) 3.0

DESIL 356 - History of American Illustration 2 (1930-Present) 3.0

DESPH 379 - History of Photography 3.0

TMA 291 - Media Arts History 1 3.0

TMA 292 - Media Arts History 2 3.0

REQUIREMENT 8 Complete 10.0 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

CSANM 340 - Introduction to Game Design 2.0

CSANM 351R - Lighting for Three-Dimensional Graphics 3.0

CSANM 352R - Senior Film Development 3.0

CSANM 354 - Shader Programming 3.0

CSANM 454 - Advanced Shading 3.0

CSANM 458 - Three-Dimensional Visual Effects 3.0

CSANM 459R - Video Game Production 1 3.0

You may take up to 6 credit hours.

DES 111R - Design Lecture Series 0.5

You may take this course up to 2 times.

DES 381 - Interdisciplinary Motion 3.0

DES 394R - Special Topics 3.0

DES 480 - Interdisciplinary Motion 2 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 3.0v

DESAN 486R - Developing Intellectual Properties in Animation 3.0v

DESAN 497R - BFA Independent Film Production 3.0v

DESAN 498R - Directed Studies in Animation 6.0v

DESIL 253 - Environment Design 3.0

DESIL 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 - Career Strategies for Employment and Internships 2.0

TMA 123 - Acting Fundamentals 2.0

TMA 185 - Basic Media Production 3.0

TMA 241 - Screenwriting 1 3.0

TMA 257 - Storytelling 2.0

TMA 475R - Media Arts Capstone 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 animaton 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: <https://www.byu.edu/admissions>. Admissions deadlines are available at: <https://admissions.byu.edu/application-deadlines>. Admission to BYU does not guarantee admission into Department of Design degree programs. Prospective students are strongly encouraged to apply for department talent scholarships by the department deadline December 1st.

BFA in Animation (488040)

2021-2022

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>. Contact the department office in E509 HFAC or <https://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>. 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>.

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

TALENT AWARDS AND DEPARTMENT SCHOLARSHIPS

All students are encouraged to apply for department talent awards and other scholarships by the December 1st deadline. Online applications will open on November 1st. Apply at <https://designdept.slideroom.com>.

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/sfdcarticles/sfdcarticles/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://art.byu.edu/how-to-apply/art-education/Contact the Art Education Coordinator](https://art.byu.edu/how-to-apply/art-education/Contact%20the%20Art%20Education%20Coordinator) to discuss interest in the licensure option: Tara Carpenter Estrada at taracarpenter@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 F-574 HFAC
Brigham Young University Provo, UT 84602
Telephone: 801-422-7336
Email: n8animation@gmail.com

BFA Animation Students:

Sam Nielson, Associate Teaching Professor F-484 HFAC
Brigham Young University Provo, UT 84602
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
E-509 Harris Fine Arts Center
Brigham Young University
Provo, UT 84602-6414
Telephone: 801-422-7321
Email: designdepartment@byu.edu
Website: designdept.byu.edu

ADVISEMENT CENTER INFORMATION

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2021-2022

College of Fine Arts & Communications Advisement Center
D-444 Harris Fine Arts Center
Brigham Young University
Provo, UT 84602
Telephone: 801-422-3777
Email: cfacadvise@byu.edu
Website: cfacadvise.byu.edu