

# BFA in Animation (488040) MAP Sheet

## Fine Arts and Communications, Design

For students entering the degree program during the 2018-2019 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			
<b>University Core Requirements:</b>				<b>FRESHMAN YEAR</b>			
<b>Requirements</b>	<b>#Classes</b>	<b>Hours</b>	<b>Classes</b>	<b>1st Semester</b>		<b>JUNIOR YEAR</b>	
<b>Religion Cornerstones</b>				First-year Writing or American Heritage	3.0	<b>5th Semester</b>	
Teachings and Doctrine of The Book of Mormon	1	2.0	REL A 275	ARTH C 201*	3.0	CSANM 350	3.0
Jesus Christ and the Everlasting Gospel	1	2.0	REL A 250	DES 131	3.0	DESAN 460	2.0
Foundations of the Restoration	1	2.0	REL C 225	CSANM 150 or DESAN 160	1.5	TMA or DES or DESIL or DESPH history course	3.0
The Eternal Family	1	2.0	REL C 200	Religion Cornerstone course	2.0	General Education courses, university requirements, and/or general electives	7.0
<b>The Individual and Society</b>				General Education courses, university requirements, and/or general electives	2.5	<b>Total Hours</b>	<b>15.0</b>
American Heritage	1-2	3-6.0	from approved list	<b>Total Hours</b>	<b>15.0</b>	<b>6th Semester</b>	
Global and Cultural Awareness	1	3.0	from approved list	<b>2nd Semester</b>		DESAN 363R	1.5
<b>Skills</b>				First-year Writing or American Heritage	3.0	Animation electives	6.0
First Year Writing	1	3.0	from approved list	ARTH C 202*	3.0	TMA or DES or DESIL or DESPH history course	3.0
Advanced Written and Oral Communications	1	3.0	from approved list	DESAN 160 or CSANM 150	1.5	General Education courses, university requirements, and/or general electives	4.5
Quantitative Reasoning	0-1	0-3.0	from approved list	TMA 102*	3.0	<b>Total Hours</b>	<b>15.0</b>
Languages of Learning (Math or Language)	1	3-20.0	from approved list	Religion Cornerstone course	2.0	<b>SENIOR YEAR</b>	
<b>Arts, Letters, and Sciences</b>				General Education courses, university requirements, and/or general electives	2.5	<b>7th Semester</b>	
Civilization 1	1	3.0	ARTH C 201*	<b>Total Hours</b>	<b>15.0</b>	CSANM 450R or CSANM 459R	3.0
Civilization 2	1	3.0	ARTH C 202*	With works completed in DES 131, DESAN 160 and CSANM 150, apply to the Animation BFA program via portfolio review. Contact the department for application deadlines.		CSANM 497R or DESAN 497R	3.0
Arts	1	3.0	TMA 102*	<b>SOPHOMORE YEAR</b>		Animation elective	3.0
Letters	1	3.0	from approved list	<b>3rd Semester</b>		General Education courses, university requirements, and/or general electives	6.0
Biological Science	1	3-4.0	from approved list	CSANM 250	2.0	<b>Total Hours</b>	<b>15.0</b>
Physical Science	1	3.0	from approved list	DESAN 250R	3.0	<b>8th Semester</b>	
Social Science	1	3.0	from approved list	DESAN 260	3.0	CSANM 452R or CSANM 459R	3.0
<b>Core Enrichment: Electives</b>				DESAN 265	3.0	CSANM 497R or DESAN 497R	3.0
Religion Electives	3-4	6.0	from approved list	General Education courses, university requirements, and/or general electives	4.0	General Education courses, university requirements, and/or general electives	9.0
Open Electives	Variable	Variable	personal choice	<b>Total Hours</b>	<b>15.0</b>	<b>Total Hours</b>	<b>15.0</b>
* These courses fill both University Core and program requirements.				<b>4th Semester</b>			
For University Core/program questions, contact the Advisement Center. For career questions, see the faculty advisor.				CSANM 252	3.0		
<b>Graduation Requirements:</b>				CSANM 258	3.0		
Minimum residence hours required		30.0		DESAN 262	3.0		
Minimum hours needed to graduate		120.0		TMA 294	3.0		
				General Education courses, university requirements, and/or general electives	3.0		
				<b>Total Hours</b>	<b>15.0</b>		
				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)

### 2018-2019 Program Requirements (62.5 - 65 Credit Hours)

<p><i>The Animation BFA program is a limited enrollment program requiring departmental admissions approval. Interested students should declare pre-major intent, complete prerequisite courses, and submit an online portfolio of their work. Students apply for the BFA professional program through a portfolio review in June.</i></p> <p><b>REQUIREMENT 1</b> Complete 3 courses</p> <p><b>PREREQUISITE COURSES:</b></p> <p>CSANM 150 - Introduction to Three-Dimensional Computer Graphics 1.5          DES 131 - Introduction to Life Drawing 3.0          DESAN 160 - Introduction to Two-Dimensional Animation Skills 1.5</p> <p><b>Apply to the Animation BFA program.</b></p> <p><b>REQUIREMENT 2</b> Complete 11 courses</p> <p><b>AFTER ADMISSION TO THE MAJOR, COMPLETE THE FOLLOWING:</b></p> <p>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          CSANM 350 - Character Animation in 3D 3.0          DESAN 250R - Gesture Drawing for Animators 3.0          DESAN 260 - Basic Storyboarding 3.0          DESAN 262 - Two-Dimensional Animation 3.0          DESAN 265 - Drawing for 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</p> <p><b>REQUIREMENT 3</b> Complete 1 course</p> <p>CSANM 450R - Advanced Senior Film Production 1 3.0          CSANM 459R - Interactive Animation Technology 3.0</p> <p><b>REQUIREMENT 4</b> Complete 1 course</p> <p>CSANM 452R - Advanced Senior Film Production 2 3.0          CSANM 497R - BFA Final Project 3.0v          DESAN 497R - BFA Independent Film Production 3.0v</p> <p><b>History &amp; Critical Studies Courses:</b></p> <p><b>REQUIREMENT 5</b> Complete 3 courses</p> <p>*ARTH 201 - World Civilization to 1500 3.0          *ARTH 202 - World Civilization Since 1500 3.0          TMA 294 - History of Animation 3.0</p> <p><b>REQUIREMENT 6</b> Complete 1 course</p> <p>DES 385 - Issues in Contemporary Design 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</p>	<p>TMA 291 - Media Arts History 1 3.0          TMA 292 - Media Arts History 2 3.0</p> <p><b>REQUIREMENT 7</b> Complete 9.0 hours from the following option(s)</p> <p><b>OPTION 7.1</b> Complete up to 9.0 hours from the following course(s)</p> <p><b>STUDIO COURSES:</b></p> <p>ART 104 - Introduction to Sculpture for Non-Majors 3.0          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 - Interactive Animation Technology 3.0  <i>You may take up to 6 credit hours.</i></p> <p>DES 111R - Design Seminar 0.5  <i>You may take this course up to 2 times.</i></p> <p>DES 211 - Critical Studies in Design 1.0          DES 394R - Special Topics 3.0          DESAN 360R - Advanced Storyboarding 3.0          DESAN 361R - Visual Development and Character Design 3.0          DESAN 362R - Two-Dimensional Character Animation 3.0          DESAN 364R - Digital Sculpting 3.0          DESAN 365R - Digital Painting 3.0          DESAN 394R - Special Topics 3.0v          DESAN 497R - BFA Independent Film Production 3.0v          DESAN 498R - Directed Studies in Animation 6.0v          DESIL 350R - Advanced Life Drawing 3.0          DESIL 453 - Illustration 4 3.0          DESPH 270 - Introduction to Black and White Photography and Darkrc 3.0</p> <p><b>OPTION 7.2</b> Complete up to 9.0 hours from the following course(s)</p> <p><b>MEDIA COURSES:</b></p> <p>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</p> <p><b>OPTION 7.3</b> Complete up to 9.0 hours from the following course(s)</p> <p><b>CAREER &amp; BUSINESS COURSES:</b></p> <p>ENT 101 - Introduction to Entrepreneurship 3.0          MKTG 201 - Marketing Management 3.0          STDEV 317 - Career Strategies for Employment and Internships 2.0</p>	<p><b>THE DISCIPLINE</b></p> <p>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 Abroads and field trips are a bridge to professional practice and allow students to visit artists' studios and film and gaming studios.</p> <p>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.</p> <p><b>CAREER OPPORTUNITIES</b></p> <p>Animation majors work in various disciplines that include feature animaton studios, visual and special effect studios, entertainment, gaming and scientific data visualization.</p> <p>Program alumni working in studios such as Pixar and Disney often provide behind-the-scenes views and mentoring opportunities for students.</p> <p><b>ADMISSIONS</b></p> <p><b>Prospective BYU Students:</b> Prospective students wishing to be admitted into the animation program for Fall semester should apply to BYU through the regular admissions process at: <a href="https://www.byu.edu/admissions">https://www.byu.edu/admissions</a>. Admissions deadlines are available at: <a href="https://admissions.byu.edu/application-deadlines">https://admissions.byu.edu/application-deadlines</a>. Admission to BYU does not guarantee admission into Department of Design degree programs. Prospective students are also encouraged to apply for department talent scholarships by the department deadline in January.</p> <p><b>Major Admissions:</b> 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 enrolling in DES 131, DESAN 160 and CSANM 150, the pre-requisite courses. Upon the successful completion of all pre-major courses, students apply for admission to the BFA major through a portfolio review held in June each</p>
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2018-2019

year at <https://designdept.slideroom.com>. Contact the department office in E509 HFAC 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 graphic design program. Upon acceptance into the department and at the discretion of the area faculty, students are 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. BYU deadlines are February 1st for Spring, Summer, and Fall enrollment, and October 1st for Winter enrollment.

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

## TALENT AWARDS

All students are encouraged to apply for department talent scholarships by the January 15th deadline. Online applications will open on November 15th. Apply at <https://designdept.slideroom.com>.

## DESIGN EDUCATION LICENSURE

Licensure as a K-12 art and design educator is available in conjunction with a Graphic Design BFA degree through the Art Education licensure program in the Department of Art. The licensure program prepares students with a design background for teaching opportunities through a series of courses, including student teaching.

## EQUIPMENT REQUIREMENTS

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>

## 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:  
Sam Nielson  
F-484 HFAC  
Brigham Young University  
Provo, UT 84602  
Telephone: 801-422-1486  
Email: sam.nielson@byu.edu

BFA Animation Students:  
Kelly Loosli  
F-563 HFAC  
Brigham Young University  
Provo, UT 84602  
Telephone: 801-422-1825  
Email: kelly\_loosli@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: e509frontdesk@byu.edu  
Website: designdept.byu.edu

## ADVISEMENT CENTER INFORMATION

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