## University Core and Graduation Requirements

**University Core Requirements:**

<table>
<thead>
<tr>
<th>Requirements</th>
<th>#Classes</th>
<th>Hours</th>
<th>Classes</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Religion Cornerstones</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Teachings and Doctrine of The Book of Mormon</td>
<td>1</td>
<td>2.0</td>
<td>REL A 275</td>
</tr>
<tr>
<td>Jesus Christ and the Everlasting Gospel</td>
<td>1</td>
<td>2.0</td>
<td>REL A 250</td>
</tr>
<tr>
<td>Foundations of the Restoration</td>
<td>1</td>
<td>2.0</td>
<td>REL C 225</td>
</tr>
<tr>
<td>The Eternal Family</td>
<td>1</td>
<td>2.0</td>
<td>REL C 200</td>
</tr>
<tr>
<td><strong>The Individual and Society</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>American Heritage</td>
<td>1-2</td>
<td>3.0-6.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Global and Cultural Awareness</td>
<td>1</td>
<td>3.0</td>
<td></td>
</tr>
<tr>
<td><strong>Skills</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>First Year Writing</td>
<td>1</td>
<td>3.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Advanced Written and Oral Communications</td>
<td>1</td>
<td>3.0</td>
<td>WRTG 311 or 312 recom.</td>
</tr>
<tr>
<td>Quantitative Reasoning</td>
<td>0-1</td>
<td>0-3.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Languages of Learning (Math or Language)</td>
<td>1</td>
<td>3.0-20.0</td>
<td>from approved list</td>
</tr>
<tr>
<td><strong>Arts, Letters, and Sciences</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Civilization 1</td>
<td>1</td>
<td>3.0</td>
<td>ARTHC 201*</td>
</tr>
<tr>
<td>Civilization 2</td>
<td>1</td>
<td>3.0</td>
<td>ARTHC 202*</td>
</tr>
<tr>
<td>Arts</td>
<td>1</td>
<td>3.0</td>
<td>TMA 102*</td>
</tr>
<tr>
<td>Letters</td>
<td>1</td>
<td>3.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Biological Science</td>
<td>1</td>
<td>3.0-4.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Physical Science</td>
<td>1</td>
<td>3.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Social Science</td>
<td>1</td>
<td>3.0</td>
<td>from approved list</td>
</tr>
<tr>
<td><strong>Core Enrichment: Electives</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Religion Electives</td>
<td>3-4</td>
<td>6.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Open Electives</td>
<td>Variable</td>
<td>Variable</td>
<td>personal choice</td>
</tr>
</tbody>
</table>

* These courses fill both University Core and program requirements. For University Core or 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

### Suggested Sequence of Courses

#### FRESHMAN YEAR

- **1st Semester**
  - First-year Writing or American Heritage: 3.0
  - ARTHC 201*: 3.0
  - DESAN 101: 1.0
  - DESAN 160 (or CSANM 150)**: 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 250R: 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 258: 3.0
  - TMA 294: 3.0
  - General Education courses, university requirements, and/or general electives: 3.0
  - **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.

#### JUNIOR YEAR

- **5th Semester**
  - ARTHC 202*: 3.0
  - CSANM 350: 3.0
  - DESAN 460: 2.0
  - Requirement 7 Course: 3.0
  - General Education courses, university requirements, and/or general electives: 4.0
  - **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**
  - 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: 8.0
  - **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**
### BFA in Animation (488040)

#### 2020-2021 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

<table>
<thead>
<tr>
<th>Course</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>DESAN 101 - Introduction to Drawing for Pre-Animation</td>
<td>1.0</td>
</tr>
</tbody>
</table>

Apply for pre-BFA status via portfolio review.

#### REQUIREMENT 2 Complete 3 courses

**FOUNDATIONAL COURSES:**
- CSANM 150 - Introduction to Three-Dimensional Computer Graphics
- DESAN 160 - Introduction to Two-Dimensional Animation Skills
- CSANM 258 - Scripting for Animation
- CSANM 350 - Character Animation in 3D
- DESAN 250R - Gesture Drawing for Animators
- DESAN 260 - Basic Storyboarding
- DESAN 262 - Intermediate Two-Dimensional Animation
- DESAN 265 - Drawing for Animation
- DESAN 363R - Two-Dimensional Animation Production
- DESAN 460 - Business and Ethics in Animation
- *TMA 102 - Introduction to Film* |

Apply to the Animation BFA program.

#### REQUIREMENT 3 Complete 11 courses

**AFTER ADMISSION TO THE MAJOR, COMPLETE THE FOLLOWING:**
- CSANM 250R - Advanced Senior Film Production 1
- CSANM 458 - Three-Dimensional Visual Effects
- CSANM 459R - Video Game Production 1
- TMA 475R - Media Arts Capstone

#### REQUIREMENT 4 Complete 1 course

<table>
<thead>
<tr>
<th>Course</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>CSANM 450R</td>
<td>3.0</td>
</tr>
</tbody>
</table>

#### REQUIREMENT 5 Complete 1 course

<table>
<thead>
<tr>
<th>Course</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>CSANM 452R</td>
<td>3.0</td>
</tr>
</tbody>
</table>

#### REQUIREMENT 6 Complete 1 course

<table>
<thead>
<tr>
<th>Course</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>CSANM 460R</td>
<td>3.0</td>
</tr>
</tbody>
</table>

#### REQUIREMENT 7 Complete 1 course

<table>
<thead>
<tr>
<th>Course</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 104</td>
<td>3.0</td>
</tr>
</tbody>
</table>

#### REQUIREMENT 8 Complete 10.0 hours from the following course(s)

<table>
<thead>
<tr>
<th>Course</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>TMA 257 - Storytelling</td>
<td>3.0v</td>
</tr>
<tr>
<td>TMA 475R - Media Arts Capstone</td>
<td>3.0v</td>
</tr>
</tbody>
</table>

### 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: [https://www.byu.edu/admissions](https://www.byu.edu/admissions). Admissions deadlines are available at: [https://admissions.byu.edu/application-deadlines](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 departmental talent scholarships by the department deadline December 1st.
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 at https://knowledge.autodesk.com/support/maya/learn-explore/caas/sfddarticles/sfddarticles/System-requirements-for-Autodesk-Maya.html

DESIGN EDUCATION LICENSURE

Licensure as a K-12 art and design educator is available in conjunction with all Design majors 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. To add licensure to a Design major, enroll 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 to discuss interest in the licensure option: Daniel Barney at daniel_barney@byu.edu or 801-422-1581.

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

BFA in Animation (488040)
2020-2021
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