### University Core and Graduation Requirements

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<td><strong>Hours</strong></td>
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<td><strong>Classes</strong></td>
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**Religion Cornerstones**
- First-year Writing or American Heritage 3.0
- ARTHC 201* 3.0
- DESAN 160 (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 DESAN 150, students will be promoted to pre-BFA Animation status.**

**3rd Semester**
- First-year Writing or American Heritage 3.0
- DESAN 160 (or CSANM 150)** (2nd term) 3.0
- Art and.. 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 DESAN 150, students will be promoted to pre-BFA Animation status.**

**4th Semester**
- First-year Writing or American Heritage 3.0
- DESAN 160 (or CSANM 150)** 3.0
- Art and.. 3.0
- Religion Cornerstone course 2.0
- General Education courses, university requirements, and/or general electives 1.0

**Total Hours** 15.0

**5th Semester**
- First-year Writing or American Heritage 3.0
- DESAN 160 (or CSANM 150)** 3.0
- Art and.. 3.0
- Religion Cornerstone course 2.0
- General Education courses, university requirements, and/or general electives 1.0

**Total Hours** 15.0

**6th Semester**
- First-year Writing or American Heritage 3.0
- DESAN 160 (or CSANM 150)** 3.0
- Art and.. 3.0
- Religion Cornerstone course 2.0
- General Education courses, university requirements, and/or general electives 1.0

**Total Hours** 15.0

**7th Semester**
- First-year Writing or American Heritage 3.0
- DESAN 160 (or CSANM 150)** 3.0
- Art and.. 3.0
- Religion Cornerstone course 2.0
- General Education courses, university requirements, and/or general electives 1.0

**Total Hours** 15.0

**8th Semester**
- First-year Writing or American Heritage 3.0
- DESAN 160 (or CSANM 150)** 3.0
- Art and.. 3.0
- Religion Cornerstone course 2.0
- General Education courses, university requirements, and/or general electives 1.0

**Total Hours** 15.0

**Note:** Accepted pre-BFA Animation students are encouraged to enroll in CSANM 150, DESAN 160 2nd term of Fall or Winter Semester or Spring term.

**Minimum residence hours required** 30.0

**Minimum hours needed to graduate** 120.0

**Total Hours** 120.0
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 3 courses
- ARTHC 201 - World Civilization to 1500 (3.0)
- TMA 294 - History of Animation (3.0)

### REQUIREMENT 2: Complete 1 course
- ART 104 - Introduction to Painting (3.0)

### REQUIREMENT 3: Complete 3 courses
- CSANN 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 4: Complete 1 course
- TMA 102 - Introduction to Film (3.0)

### REQUIREMENT 5: Complete 1 course
- CSANN 450R - Advanced Senior Film Production 1 (3.0)
- DES 460R - Video Game Production 2 (3.0)
- DESAN 497R - BFA Independent Film Production (3.0)
- DESAN 498R - Directed Studies in Animation (3.0)
- CSANN 452R - Advanced Senior Film Production 2 (3.0)
- CSANM 497R - BFA Final Project (3.0)
- DESAN 497R - BFA Independent Film Production (3.0)

### Requirement 6: Complete 3 courses
- *ARTHC 201 - World Civilization to 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 Painting 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 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)

You may take up to 6 credit hours.

- DES 111R - Design Lecture Series (0.5)
- 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 (3.0)
- DESAN 486R - Developing Intellectual Properties in Animation (3.0)
- DESAN 497R - BFA Independent Film Production (3.0)
- DESAN 498R - Directed Studies in Animation (6.0)
- 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)
- STORI 317 - Career Strategies for Employment and Internships (3.0)
- TMA 123 - Acting Fundamentals (2.0)
- TMA 185 - Basic Media Production (3.0)
- TMA 241 - Screenwriting I (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 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. 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/ufdc/articles/sfarticles/Sysreqs-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 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**