

ANIMATION + GAME ARTS

BFA, Art + Design, 120 credit, four-year program of study

STUDENT'S NAME:

STUDENT'S ID NUMBER:

ADVISOR'S NAME:

STUDENT'S PHONE:

STUDENT'S EMAIL:

YEAR OF ENTRY:

2021/22

Free Elective Credits are satisfied by any course.

** The Social World: Humanity & Society:
Students must take 3 credits in each of the following categories of courses: Human Questions & Contexts, The Nature of US Society and The Nature of the Global Society. For a list of approved courses go to:
www.umassd.edu/generaleducation/universitystudies/approvedcourses

At least 30 credits of advanced and specialized courses (numbered 300 or higher) must be completed.

This curricular guide represents the requirements for students entering the college for the academic year 2021–2022 and is intended as an example of progression towards the degree.

V.7 2021/22



RECOMMENDED SEQUENCE OF STUDY

FIRST YEAR FALL

- FOU 101 Visual Arts Seminar 3 credits
- FOU 110 Structural Drawing 3 credits
- FOU 120 2D Form and Surface 3 credits
- FOU 140 Digital Essentials 3 credits
- ENL 101 Critical Writing & Reading I 3 credits

FIRST YEAR SPRING

- AXD ____ 200+ Level Drawing 3 credits
- ARH 102 Intro to the History of Art 3 credits
- FOU 130 3D Form and Space. 3 credits
- ____ The Social World** 3 credits
- ENL 102 Critical Writing & Reading II 3 credits

SECOND YEAR FALL

- AXD 245 Story Structures 3 credits
- ENL 200 Topics in Literature 3 credits
- AXD ____ Studio Elective 3 credits
- AXD ____ Studio Elective 3 credits
- ARH 200 Theory and Criticism of Art and Design 3 credits

SECOND YEAR SPRING

- AXD 246 Principles of Animation 3 credits
- AXD 248 Principles of Game Design 3 credits
- MTH ____ Mathematics Elective 3 credits
- AXD ____ Studio Elective 3 credits
- ____ The Social World** 3 credits

- Sophomore Progress Review

THIRD YEAR FALL

- AXD 345 3D Modeling 3 credits
- AXD 347 Visual Design for Games 3 credits
- ARH ____ 200/300 Art History Elective 3 credits
- AXD ____ 300/400 Studio Elective 3 credits
- ____ Science (Natural World) 3 credits

THIRD YEAR SPRING

- AXD 346 3D Animation 3 credits
- AXD 348 Game Design 3 credits
- ARH ____ 300/400 Art History Elective 3 credits
- ____ Free Elective 3 credits
- ____ Science (Engaged Community) 3 credits

- Junior Progress Review

FOURTH YEAR FALL

- AXD 445 Senior Animation Studio 3 credits
- AXD 446 Advanced Topics in AGA 3 credits
- AXD 447 Senior Game Studio 3 credits
- ____ The Social World** 3 credits
- ____ Free Elective 3 credits

FOURTH YEAR SPRING

- AXD 448 A+GA Capstone 3 credits
- AXD 405 Professional Design Practice 3 credits
- ____ Free Elective 3 credits
- ____ Free Elective 3 credits
- ____ Free Elective 3 credits

- Capstone Exhibition

REQUIRED COURSES BY CATEGORIES

Foundations Requirements

- | | Grade |
|--|-------|
| <input type="checkbox"/> FOU 101 Visual Arts Seminar | _____ |
| <input type="checkbox"/> FOU 110 Structural Drawing | _____ |
| <input type="checkbox"/> FOU 120 2D Form and Surface | _____ |
| <input type="checkbox"/> FOU 130 3D Form and Space | _____ |
| <input type="checkbox"/> FOU 140 Digital Essentials | _____ |

Concentration Requirements

- | | |
|---|-------|
| <input type="checkbox"/> AXD 245 Story Structures | _____ |
| <input type="checkbox"/> AXD 246 Principles of Animation | _____ |
| <input type="checkbox"/> AXD 248 Principles of Game Design | _____ |
| <input type="checkbox"/> AXD 345 3D Modeling | _____ |
| <input type="checkbox"/> AXD 346 3D Animation | _____ |
| <input type="checkbox"/> AXD 347 Visual Design for Games | _____ |
| <input type="checkbox"/> AXD 348 Game Design | _____ |
| <input type="checkbox"/> AXD 445 Senior Animation Studio | _____ |
| <input type="checkbox"/> AXD 446 Advanced Topics in AGA | _____ |
| <input type="checkbox"/> AXD 447 Senior Game Studio | _____ |
| <input type="checkbox"/> AXD 448 A+GA Capstone | _____ |
| <input type="checkbox"/> AXD 405 Professional Design Practice | _____ |

Art History Requirements

- | | |
|---|-------|
| <input type="checkbox"/> ARH 102 Intro to the History of Art | _____ |
| <input type="checkbox"/> ARH 200 Theory and Criticism of Art and Design | _____ |
| <input type="checkbox"/> ARH ____ 200/300 Art History Elective | _____ |
| <input type="checkbox"/> ARH ____ 300/400 Art History Elective | _____ |

English Requirements

- | | |
|--|-------|
| <input type="checkbox"/> ENL 101 Critical Writing & Reading I | _____ |
| <input type="checkbox"/> ENL 102 Critical Writing & Reading II | _____ |
| <input type="checkbox"/> ENL 200 Topics in Literature | _____ |

Mathematics Requirements

- | | |
|--------------------------------|-------|
| <input type="checkbox"/> _____ | _____ |
|--------------------------------|-------|

Science Requirements

- | | |
|-----------------------------|-------|
| <input type="checkbox"/> 2a | _____ |
| <input type="checkbox"/> 2b | _____ |

Social World Requirements

- | | |
|-----------------------------|-------|
| <input type="checkbox"/> 4a | _____ |
| <input type="checkbox"/> 4b | _____ |
| <input type="checkbox"/> 4c | _____ |

Studios

- | | |
|---|-------|
| <input type="checkbox"/> AXD ____ 200+ Level Drawing | _____ |
| <input type="checkbox"/> AXD ____ Studio Elective | _____ |
| <input type="checkbox"/> AXD ____ Studio Elective | _____ |
| <input type="checkbox"/> AXD ____ Studio Elective | _____ |
| <input type="checkbox"/> AXD ____ 300/400 Studio Elective | _____ |

Free Electives

- | | |
|------------------------------------|-------|
| <input type="checkbox"/> ____ Free | _____ |
| <input type="checkbox"/> ____ Free | _____ |
| <input type="checkbox"/> ____ Free | _____ |
| <input type="checkbox"/> ____ Free | _____ |
| <input type="checkbox"/> ____ Free | _____ |

- Sophomore Progress Review
- Junior Progress Review
- Capstone Exhibition