## Media Arts & Animation

### Program Focus

#### General Education

- **ART106**: Design Fundamentals
- **ART108**: Observational Drawing
- **ART109**: Image Manipulation
- **ART111**: Panperspective Drawing
- **ART114**: Color Fundamentals
- **CA100**: Acting and Movement
- **CA110**: Conceptual Storytelling
- **CA115**: Drawing and Anatomy
- **CA120**: Concepts II: Storyboarding
- **CA130**: Camera Techniques
- **GD101**: Digital Illustration I
- **ART51303**: Art History I
- **ENGL1301**: English Composition
- **MATH1310**: College Mathematics
- **ART51304**: Art History II
- **ART51304**: Humanities English Elective
- **MATH1310**: Humanities History Elective
- **PHYS1301**: Physics
- **PSYC2301**: General Psychology
- **SOCI1306**: Social Problems

#### Electives

- **ART106**: Character Modeling
- **ART108**: 3D Character Animation
- **ART109**: Material and Lighting
- **ART111**: Compositing
- **ART114**: Animation Dynamic Systems
- **ART115**: Advanced Lighting and Texturing
- **ART116**: Program Elective
- **ART117**: Program Elective
- **ART118**: Program Elective
- **ART119**: Program Elective
- **ART120**: Portfolio Foundations
- **ART121**: Production Team
- **ART123**: Animation for Production
- **ART124**: Animation Portfolio Production
- **ART125**: Animation Studio
- **ART126**: Animation Portfolio
- **CD400**: Career Development

### General Education

- **ARTS1303**: Art History I
- **ENGL1301**: English Composition
- **MATH1310**: College Mathematics
- **ARTS1304**: Art History II
- **ARTS1304**: Humanities English Elective
- **MATH1310**: Humanities History Elective
- **PHYS1301**: Physics
- **PSYC2301**: General Psychology
- **SOCI1306**: Social Problems

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### Bachelors of Fine Arts — 180 Credits

#### Program Electives

| ART106: Design Fundamentals | ART51303: Art History I | ENGL1301: English Composition | MATH1310: College Mathematics |
| ART108: Observational Drawing | ART51304: Art History II | ART51304: Humanities English Elective | ART51304: Humanities History Elective |
| ART109: Image Manipulation | PHYS1301: Physics | PSYC2301: General Psychology | SPCH1315: Public Speaking |
| ART111: Panperspective Drawing | | | |
| ART114: Color Fundamentals | | | |
| CA100: Acting and Movement | | | |
| CA110: Conceptual Storytelling | | | |
| CA115: Drawing and Anatomy | | | |
| CA120: Concepts II: Storyboarding | | | |
| CA130: Camera Techniques | | | |
| GD101: Digital Illustration I | | | |

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**Start Date:** ____________________________________________

**Length of Quarter:** ______________________________________

**Breaks Between Quarters:** ________________________________

**Approx. Hours in Class Per Week:** _________________________

**Approx. Hours Outside of Class—Homework:** ________________

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Please visit our Student Consumer Information page to find the average time to completion for continuously enrolled students for each credential level offered. This data is available at the average credit load, full-time or at full load. Changing programs, beginning programs at the mid-term start date, taking remedial courses, taking time off from coursework, registering for fewer hours or successfully attempting course completion will increase the total length of the program and overall cost of education. Transfer credits awarded toward your program will likely decrease the overall length and cost of education.

Course descriptions for elective and general education courses can be referenced in the catalog.

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**Student Consumer Information:**

https://www.artinstitutes.edu/austin/student-consumer-information

This is a sample schedule only. Schedule subject to change without notice at the discretion of the school.

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073019
PERSPECTIVE DRAWING
This is a fundamental drawing course where the students will explore various art and media tools and techniques of drawing with an emphasis on perspective, where the students will draw two-dimensional objects in one-, two- and three-point perspective.

COLOR FUNDAMENTALS
This general course will provide an introduction to the principles of color, and an exploration of various drawing tools with an emphasis on perspective, where the students will draw two-dimensional objects in one-, two- and three-point perspective.

PERSPECTIVE DRAWING
This course is an introduction to the use of basic drawing tools and techniques to create ideas for effective animation. Emphasis will be placed on creation of a professional portfolio and application of industry standards. Students will learn how to apply their skills in a professional setting.

DIGITAL INK AND PAINT
This course is an introduction to digital animation as it relates to the translation of three-dimensional form. The student will be introduced to various principles and formats of storyboards, animation techniques to the creation of storyboards, and the application of storyboarding and character design principles to the creation of animation. Students will learn how to apply their skills in a professional setting.

AUDITING FOR ANIMATION
This course is an introduction to audio production techniques for animation. Students will learn how to digitize sound and apply it for audio enhancement of their animations. Students will also learn how to produce appropriate audio effects and transition in computer animation.

COMPOSITING
Students in this course learn the concepts, techniques, and vocabulary of compositing. Students apply retouching, layering, and motion to create final animation projects.

ANIMATION SYSTEM DYNAMICS
Students learn advanced 3D computer-generated animation techniques. Topics include exploration of character movement, embedding of behavior attributes into characters, forward and inverse kinematics, cloning, deformers, and rigid and soft body dynamics. Prerequisite: CA210 Character Modeling Credits: 3

ADVANCED LIGHTING AND TEXTURING
This course students in this course will continue to develop character animation through the use of light and environment. Students also learn about the importance of professional presentation.

ANIMATION PORTFOLIO IN PRODUCTION
This course involves the production phase of their digital portfolio. Through class activities, students organize their work to reflect and enhance their individual strengths in computer animation.

ANIMATION PORTFOLIO
This course prepares students for the production environment. Advanced skills are taught and reinforced. Prerequisite: CA210 Character Modeling Credits: 3

ADVANCED DRAWING FOR ANIMATION
Building on previous drawing courses, students will develop their drawing skills in the context of professional media and animation applications. This course will place emphasis on advanced drawing techniques and strengthening skills through real-world observation.

DESIGN FUNDAMENTALS
This introductory course will explore the principles of design and introduce students to the creative process. Design elements and relationships will be used to create ideas for effective animation. Prerequisite: ART117 Perspective Drawing Credits: 3

OBSERVATIONAL DRAWING
This course is an introduction to observation and translation of three-dimensional form into two-dimensional drawings. Students will study natural forms, students will build skill levels in composition and line quality, through the use of tone, light, and shadow.

ADVANCED 3D CHARACTER ANIMATION
This course is an advanced level 3D animation class. Students will learn how to apply their skills in a professional setting.

PHOTOGRAPHY—TRADITIONAL
The placement of display and text type in a formatted space and the relationship between the appearance and readability of letterforms are also studied. Students will work in a traditional context of learning to use and apply traditional drawing techniques and perceptual skills to visual arts, and also be introduced to contemporary typographic technology.

INDUSTRIAL DESIGN
This course continues to explore the various development tools are presented, including development tools and techniques to enhance their animations. Students will be able to apply their skills in a professional setting.

MATERIAL AND LIGHTING
In this course, students learn how to apply their skills in a professional setting.

MATERIALS AND LIGHTING
This course continues to explore the various aspects of the given software will be discussed and applied in the student’s animation. Specific animation features and functions of the given software will be discussed and applied in the student’s animation.

OBJECT ORIENTED PROGRAMMING
This course introduces students to the use of object-oriented programming in the development of 3D software. Specific programming techniques and design principles are presented as tools for the development of 3D software. Prerequisite: CA200 3D Modeling Credits: 3

SOFTWARE FOR THE DIGITAL ARTIST
In this course, students learn the basic tools and techniques used for building organic and complex 3D objects. Students will learn how to apply their skills in a professional setting.

ILLUSTRATION
This course is an introduction to the use of basic drawing tools and techniques to create ideas for effective animation. Emphasis will be placed on creation of a professional portfolio and application of industry standards. Students will learn how to apply their skills in a professional setting.

COMPUTING
This course is an introduction to programming and problem solving. Students apply programming concepts to the creation of computer programs and to the solution of real-world problems. Students also learn about the importance of professional presentation.

ANIMATION VIGNETTES
This course introduces the concepts and techniques of animation, and the application of storyboarding and character design principles to the creation of animation. Students will learn how to apply their skills in a professional setting.

GRAPHIC COMMUNICATION
This course is an introduction to the use of basic drawing tools and techniques to create ideas for effective animation. Emphasis will be placed on creation of a professional portfolio and application of industry standards. Students will learn how to apply their skills in a professional setting.

ANIMATION TECHNIQUES
This course is an introduction to the fundamentals of background layout with an emphasis on perspective, composition, design basics, staging, mood, light, and texture. Students will also learn the basics of using props as background and foreground design elements. Prerequisite: ART109 Image Manipulation Credits: 3

ANIMATION DESIGN
Students are introduced to basic 3D animation techniques. Topics to be covered include hierarchical linking, key framing, function curves, animation modifiers, basic collision detection, and simplifying animation. Students will learn how to apply their skills in a professional setting.

DESIGN FUNDAMENTALS
This introductory course will explore the principles of design and introduce students to the creative process. Design elements and relationships will be used to create ideas for effective animation. Prerequisite: ART117 Perspective Drawing Credits: 3

PHOTOGRAPHY
This course is an introduction to the principles of photography, and an exploration of various drawing tools with an emphasis on perspective, where the students will draw two-dimensional objects in one-, two- and three-point perspective.

ADVANCED DRAWING FOR ANIMATION
Building on previous drawing courses, students will develop their drawing skills in the context of professional media and animation applications. This course will place emphasis on advanced drawing techniques and strengthening skills through real-world observation. Prerequisite: CA210 Life Drawing and Gesture Credits: 3

ADVANCED DRAWING FOR ANIMATION
This course introduces students to the creation of character animation. Students will explore various aspects of character animation, and the application of storyboarding and character design principles to the creation of animation. Students will learn how to apply their skills in a professional setting.

ADVANCED 2D ANIMATION PRINCIPLES
This course explores the principles of animation and the application of storyboarding and character design principles to the creation of animation. Students will learn how to apply their skills in a professional setting.

2D ANIMATION PRINCIPLES
This course is an introduction to the use of basic drawing tools and techniques to create ideas for effective animation. Emphasis will be placed on creation of a professional portfolio and application of industry standards. Students will learn how to apply their skills in a professional setting.

INK AND PAINT
This course is an introduction to the use of basic drawing tools and techniques to create ideas for effective animation. Emphasis will be placed on creation of a professional portfolio and application of industry standards. Students will learn how to apply their skills in a professional setting.

PHOTOGRAPHY
This course is an introduction to the principles of photography, and an exploration of various drawing tools with an emphasis on perspective, where the students will draw two-dimensional objects in one-, two- and three-point perspective.

ADVANCED 2D ANIMATION PRINCIPLES
This course explores the principles of animation and the application of storyboarding and character design principles to the creation of animation. Students will learn how to apply their skills in a professional setting.