BFA Concentration in Video and Animation

Based on a broad range of critical, conceptual, and production courses in the Video and Animation Concentration, students create artworks that gives expression to their ideas while engaging their audiences whether it is on monitors, theater screens, hand-held devices, or installations. Students’ interests and films range from traditional to experimental, fictional to factual, and simply entertaining to highly conceptual. Upon graduation, students are prepared for further study in a graduate program or for entry into the work force.

Students with this degree can be directly positioned for careers as:

- 3D Modeler
- 3D Character Rigger
- Digital Painter
- Forensic Animator
- Stop Motion Animator
- Texture Artist
- Film / Video Editor
- Video Production Crew
- Motion Graphics Designer
- 3D Character Animator
- Effects Animator
- Animator (Games, Cartoons, Films)
- Background Painter
- Storyboard Artist
- Camera Person
- Production Assistant
- Compositing Artist
### Degree roadmap for Video & Animation BFA 2018 – 2019

#### Lower Division Foundation (18 units)
- **Course #** | **Course Title & Pre-Reqs**
- Art 100 | Fundamentals of Drawing (ART 1113)
- Art 101 | Photography 1 (ART 2630)
- Art 102 | 2D Processes (ART 2810)
- Art 103 | 3D Processes (ART 1116)
- Art 104 | 4D Processes (ART 1020)
- Art 120 | Monuments of World Art (ART 1010)

#### Lower Division Video & Animation (18 units)
- **Course #** | **Course Title & Pre-Reqs**
- Art 229 | Writing about Art and Design (no equivalent)  
  (take GE A2 first)  
  (note, if you are on Semester Major Catalog and Quarter GE catalog see a GE advisor as you might not need this)
- Art 241 | 4D Project Development (no equivalent)
- Art 242 | Audio Production (no equivalent)
- Art 243 | Video 1 (ART 3820)
- Art 244 | Animation 1 (ART 3800)
- Art 245 | Motion Graphics 1 (ART 3825)
- Art 246 | 3D Modeling & Animation 1 (no equivalent)

#### 2nd Comp (3 units)
- Art 246 | 3D Modeling & Animation 1 (no equivalent)

**Take ALL Lower Division Foundation courses in any order**

#### Complete portfolio review before commencing Upper Division Foundation / BFA subjects

#### Upper Division Foundation (16 units)
- **Course #** | **Course Title & Pre-Reqs**
- Art 323 | Modern Media, Art & Culture 1 (ART 3035)
- Art 326 | Contemporary Visual Studies 1 (ART 4071)
- Art 496 | Special Topics (no equivalent)

#### Upper Division Video & Animation (15 units)
- **Course #** | **Course Title & Pre-Reqs**
- Choose THREE
  - Art 343 | Video 2 (no equivalent)
  - Art 344 | Animation 2 (no equivalent)
  - Art 345 | Motion Graphics 2 (no equivalent)
  - Art 346 | 3D Modeling & Animation 2 (no equivalent)
  - Art 449 | Special Topics Video Animation (no equivalent)
- Art 327 | Cinema Art Studies (no equivalent)
- Art 448 | Advanced 4D Projects (no equivalent)

**Choose ONE (this is your GE C4)**
- Art 420 | Comparative World Art 2 (ART 4020)
- Art 423 | Modern Media, Art and Culture 2  
  (3400 or 4620)
- Art 426 | Contemporary Visual Studies 2 (ART 4070)
- Art 491 | BFA Critique = 1 unit (no equivalent)  
  (take once a semester for 3 semesters)
- Art 440 | Forum = 1 unit (MM 6805)

#### Complete all Upper Division Courses before commencing your Capstone

#### Capstone (3 units)
- **Course #** | **Course Title**
- Art 493F | Video & Animation Senior Project