

**Bachelor of Arts in:
3D Digital Design and Visual Effects**

2021-2022 catalog

						OFFICE USE ONLY
						Approved Exceptions
		Pre-req	Credits	Term	Grade	
CMST101	Public Speaking		3			
OR						
CMST110	Intro to Communication Studies		3			
EMB 100	Media Literacy		3			
OR						
JOU 110	Introduction to Mass Communication		3			
INF 120	Elementary Programming					



ARTM331	Digital Arts & Effects	ART 130 & ART 135 and pre-req or co-req of ART 140 or sophomore standing for non-art majors	3
ARTM360	Robotic Art	Sophomore Standing	3
ARTM394	Topics in New Media Art	Sophomore Standing	3
EMB 326	Digital Compositing	EMB 210 or DFX 307	3
JOU 440	Current Topics in Media Ethics	JOU 110, EMB 100, or Junior Standing	3
DFX 294	Special Introductory Topics in Media Informatics	Instructor Consent	3
DFX 307	3D Lighting and Texturing		3
DFX 317	Virtual Sculpting for Digital Media		3
DFX 320	Character Modeling		3
DFX 330	Rigging and Animation		3
DFX 360	Usability Testing for Digital Media	Junior Standing	3
DFX 375	Computer Games & Digital Society		3
DFX 394	Topics: Media Informatics	Instructor Consent	3
DFX 396	Internship: Media Informatics	Instructor Consent, junior or senior standing, 2.75+ GPA	3
DFX 417	Advanced Virtual Sculpting for Digital Media		3
DFX 426	Advanced Digital Compositing		3
DFX 430	Advanced Rigging and Animation		3
DFX 440	Advanced Media Interactivity	DFX 252 & DFX 340	3
DFX 445	Intermediate 3D Modeling and Animation	DFX 245	3
DFX 492	Directed Research or Creative Work	Junior Standing or Instructor Permission	3
DFX 495	Study Abroad	Varies by Topic	3
DFX 496	Senior Practicum	Instructor Consent	3
DFX 499	Independent Study	Junior or Senior Standing and Instructor Consent	3
DFX Elective			3