# University of the Incarnate Word®

# Bachelor of Fine Arts in 3D Animation and Game Design
## Animation Concentration

School of Media and Design

## PROGRAM OVERVIEW

The 3D Animation and Game Design program at the University of the Incarnate Word is crafted to provide students with design and technical training in preparation for a career in the film, TV or video game industries. The department uses state-of-the-art facilities to make sure that the appropriate hardware and software training is taking place. However, the true focus is on design and storytelling principles — the skills that truly allow students to gain and keep employment as the industry continues to evolve.

Students can choose between four concentrations: Animation, Modeling, Production Management and Programming.

## QUICK FACTS

- Our students and graduates have held positions at companies such as BioWare, Weta Digital, Naughty Dog, Infinity Ward, Sony, the Los Alamos National Laboratory and Booz|Allen|Hamilton in San Antonio, Texas.
- Our faculty members are from industry, in industry and in contact with all corners of the 3D Animation and Game industry.
- Over 15 professionals from the game and film industry present on our campus every year, a level of industry experience few students get at any other school.
- A nurturing environment with a challenging curriculum, our program prepares you for a career in game art, game design, film and game animation and 3D production.

## ADMISSION REQUIREMENTS

The requirements for admission to the B.F.A. in 3D Animation and Game Design program are the same as the requirements for admission to the University of the Incarnate Word.

## CONTACT

UIW Admissions
(210) 829-6005
admission@uiwtx.edu

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3D Animation and Game Design - Animation

# DEGREE PLAN

# B.F.A. in 3D Animation and Game Design - Animation

## FRESHMAN YEAR

### Fall
ANGD 1101: Orientation to ANGD (1 hour)
ANGD 1312: Hard Surface Modeling or ANGD 1314: Organic Modeling (3 hours)
ANGD 1315: Principles of Animation or ANGD 1313: Game Engines (3 hours)
MATH 1304, 1306 or 1308 (3 hours)
ENGL 1311: Composition I (3 hours)
FYES 1211: First Year Experience Seminar (2 hours)
**Total Hours: 15**

### Spring
ANGD 1302: Elements of Design Seminar (3 hours)
ANGD 1312: Hard Surface Modeling or ANGD 1314: Organic Modeling (3 hours)
ANGD 1315: Principles of Animation or ANGD 1313: Game Engines (3 hours)
ENGL 1312: Composition II (3 hours)
COMM 1302: Media Literacy (3 hours)
**Total Hours: 15**

## SOPHOMORE YEAR

### Fall
ANGD 4100: Animation Industry Seminar (1 hour)
ANGD 1380: Anatomy for Animators (3 hours)
ANGD 2340: Animation I: Adv Body Mechanics (3 hours)
THAR 2324: Stage Movement (3 hours)
ARTS 1301: Drawing I (3 hours)
RELS 1305, 1315, 1325, 1335 or 2345 (3 hours)
**Total Hours: 16**

### Spring
ANGD 4100: Animation Industry Seminar (1 hour)
ANGD 2342: Animation II: Animation for Games (3 hours)
ANGD 3325: Figure Drawing (3 hours)
ANGD 2321: Technical Direction (3 hours)
THAR 2330: Performance for Animators (3 hours)
PHIL 1381: Introduction to Philosophy (3 hours)
**Total Hours: 16**

## JUNIOR YEAR

### Fall
ANGD 4100: Animation Industry Seminar (1 hour)
ANGD 3315: Visual Narrative Conventions (3 hours)
ANGD 2330: History of Animation (3 hours)
ANGD 3341: Animation III: Adv Pantomime Acting (3 hours)
ANGD 3343: Motion Capture for Animators (3 hours)
RELS 4399: Sacred Spaces or PHIL 3375: Aesthetics (3 hours)
**Total Hours: 16**

### Spring
ANGD 4100: Animation Industry Seminar (1 hour)
ANGD 3330: History of Games (3 hours)
ANGD 4140: Senior Thesis Workshop (1 hour)
ANGD 3342: Animation IV: Performance Animation (3 hours)
ANGD 3344: Previsualization and Storytelling (3 hours)
ENGL 2310: World Literature Studies (3 hours)
**Total Hours: 14**

## SENIOR YEAR

### Fall
ANGD 4100: Animation Industry Seminar (1 hour)
ANGD 4350: Senior Thesis Production I (3 hours)
ANGD 4305: Senior Portfolio (3 hours)
CHEM 1308 and 1108 or BIOL/PHYS 1401 (4 hours)
CHIN 1311: Chinese I or Other LANG I (3 hours)
**Total Hours: 14**

### Spring
ANGD 4100: Animation Industry Seminar (1 hour)
ANGD 4360: Senior Thesis Production II (3 hours)
ANGD 4340: Business of Animation and Game Design (3 hours)
HIST 1311: World History I (3 hours)
CHIN 1312: Chinese II or Other LANG II (3 hours)
PEHP Physical Activity Course (1 hour)
**Total Hours: 14**

120 hours needed to complete the B.F.A. in 3D Animation and Game Design with an Animation concentration