



3D ANIMATION & GAME DESIGN

Bachelor of Fine Arts

School of Media and Design

Program Overview

The 3D Animation & Game Design program at the University of the Incarnate Word (3D@UIW) is crafted to provide students with the design and technical training in preparation of 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 upon design and story-telling principles--the skills that truly allow students to gain and keep employment as the industry continues to evolve.

Career Opportunities

3D Animation:

- Movies / TV
- Video Game Production
- Special Effects
- Visualization

Courses

Basic Core Courses:

- Orientation to 3D Animation & Game Design
- Introduction to 3D Animation & Game Design
- Set & Level Design & Modeling
- Digital Imaging & Texture Painting
- Character Modeling
- Advanced Set & Level Design
- Rigging & Animation
- Advanced Character Creation & Animation
- History of Animation
- Anatomy for the Animator
- Figure Drawing for Animators

Advanced Core Courses:

- Production I & II
- Visual Narrative Conventions
- Senior Thesis Workshop
- Programming for Games
- Senior Thesis Production I & II
- Co-op Internship
- Advanced Projects Practicum
- Senior Portfolio

Contact

Adam Watkins
University of the Incarnate Word
4301 Broadway, CPO 389
San Antonio, TX 78209 watkinsw@uiwtx.edu

Our information and courses evolve to match the ever-changing animation and game market. For the most up to date information on the program, and for examples of student work, please visit www.uiw3d.com.

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Bachelor of Fine Arts in 3D Animation & Game Design
SCHOOL OF MEDIA & DESIGN
2015-2017

| Freshman Year: Fall | | Hrs. |
|---|--|-------------|
| ANGD 1101 Orientation to Animation and Game Design | | 1 |
| ANGD 1301 Introduction to Animation and Game Design | | 3 |
| ANGD 1311 Set & Level Design | | 3 |
| ARTS 1301 Drawing I | | 3 |
| ENGL 1311 Composition I | | 3 |
| MATH 1304 College Algebra | | 3 |
| Total hours | | 16 |
| Sophomore Year: Fall | | |
| ANGD 4100 Animation Industry Seminar | | 1 |
| ANGD 2321 Rigging | | 3 |
| ANGD 2331 Principles of Animation | | 3 |
| ANGD 2341 Period Architecture, Styles, & Decor | | 3 |
| ENGL 2310 World Literature Studies | | 3 |
| DWHP 1200 Dimensions of Wellness | | 2 |
| Total hours | | 15 |
| Junior Year: Fall | | |
| ANGD 3340 Production I | | 3 |
| ANGD 4100 Animation Industry Seminar | | 1 |
| ANGD 3315 Visual Narrative Conventions | | 3 |
| ANGD 3360 Programming for Games or ANGD 3325 Figure Drawing for Animators | | 3 |
| ARTS 2361 Sculpture I | | 3 |
| Total hours | | 13 |
| Senior Year: Fall | | |
| ANGD 4440 Senior Thesis Production I | | 4 |
| ANGD 4100 Animation Industry Seminar | | 1 |
| ANGD 4303 Co-op Internship or ANGD 4301 Advanced Projects Practicum | | 3 |
| RELS 4399 Sacred Spaces or PHIL 3375 Aesthetics | | 3 |
| CHIN 1311 Chinese I or Other LANG I | | 3 |
| Total hours | | 14 |

| Freshman Year: Spring | | Hrs. |
|--|--|-------------|
| ANGD 1302 Digital Imaging and Texture Painting | | 3 |
| ANGD 1380 Anatomy for the Animator | | 3 |
| ANGD 3325 Figure Drawing for Animators | | 3 |
| ANGD 1321 Character Modeling | | 3 |
| ENGL 1312 Composition II | | 3 |
| Total hours | | 15 |
| Sophomore Year: Spring | | |
| ANGD 2222 Advanced Character Creation & Rigging | | 2 |
| ANGD 2232 Advanced Character Animation | | 2 |
| ANGD 2311 Advanced Set & Level Design | | 3 |
| ANGD 4100 Animation Industry Seminar | | 1 |
| ANGD 2330 History of Animation | | 3 |
| PHIL 1381 Introduction to Philosophy | | 3 |
| PSYC 1301 Introduction to Psychology | | 3 |
| Total hours | | 17 |
| Junior Year: Spring | | |
| ANGD 3350 Production II | | 3 |
| ANGD 4100 Animation Industry Seminar | | 1 |
| ANGD 4140 Senior Thesis Workshop | | 1 |
| HIST 1311 World History I | | 3 |
| BIOL/PHYS 1401 | | 4 |
| RELS 2345 World Religions or RELS 1340, 2320, 2350, 1355, 1360, 1375, 3300, 3322 | | 3 |
| Total hours | | 15 |
| Senior Year: Spring | | |
| ANGD 4450 Senior Thesis Production II | | 4 |
| ANGD 4305 Senior Portfolio | | 3 |
| ANGD 4100 Animation Industry Seminar | | 1 |
| ANGD 4341 Business of Animation and Game Design | | 3 |
| CHIN 1312 Chinese II or Other LANG II | | 3 |
| PEHP | | 1 |
| Total hours | | 15 |

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|--------------------------------------|------------|
| Core Curriculum - Total Hours | 43 |
| Major - Total Hours | 77 |
| Degree - Total Hours | 120 |