

University of the Incarnate Word®

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

School of Media and Design

PROGRAM OVERVIEW

The 3D Animation & Game Design program at the University of the Incarnate Word 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.

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

PREREQUISITES AND COURSES

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

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 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.

CONTACT

UIW Admissions
(210) 829-6005
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IN THE WORLD**

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

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)
 ARTS 1301: Drawing I (3 hours)
 ENGL 1311: Composition I (3 hours)

Total Hours: 13

Spring

ANGD 1102: Elements of Design Seminar (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)
 ENGL 1312: Composition II (3 hours)
 MATH 1304, 1306 or 1308 (3 hours)
 DWPH 1200: Dimensions of Wellness (2 hours)

Total Hours: 15

SOPHOMORE YEAR

Fall

ANGD 4100: Animation Industry Seminar (1 hour)
 ANGD 1380: Anatomy of Animators (3 hours)
 ANGD 2333: Environment Production I (3 hours)
 ANGD 2321: Rigging (3 hours)
 ANGD 3325: Figure Drawing (3 hours)
 RELS 2345, 1305, 1315, 1325 or 1335 (3 hours)

Total Hours: 16

Spring

ANGD 4100: Animation Industry Seminar (1 hour)
 ANGD 2334: Environment Production II (3 hours)
 ANGD 2361: Character Modeling I (3 hours)
 ANGD 2341: Period Styles (3 hours)
 PSYC 1301: Introduction to Psychology (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 3331: Environment Production III (3 hours)
 ANGD 3361: Character Modeling III (3 hours)
 ENGL 2310: World Literature Studies (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 3332: Environment Production IV or
 ANGD 3362: Character Modeling III (3 hours)
 ANGD 3360: Programming for Games (3 hours)
 CHEM 1308 and 1108 or BIOL/PHYS 1401 (4 hours)

Total Hours: 15

SENIOR YEAR

Fall

ANGD 4100: Animation Industry Seminar (1 hour)
 ANGD 4440: Senior Thesis Production I (4 hours)
 ANGD 4305: Senior Portfolio (3 hours)
 RELS 4399: Sacred Spaces or PHIL 3375: Aesthetics
 (3 hours)
 CHIN 1311: Chinese I or Other LANG I (3 hours)

Total Hours: 14

Spring

ANGD 4100: Animation Industry Seminar (1 hour)
 ANGD 4450: Senior Thesis Production II (4 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)
 PEPH (1 hour)

Total Hours: 15

120 hours needed to complete the BFA in 3D Animation and Game Design with a Modeling concentration.