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

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.

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.

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
# DEGREE PLAN

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

## FRESHMAN YEAR

<table>
<thead>
<tr>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>ANGD 1101: Orientation to ANGD (1 hour)</td>
<td>ANGD 1102: Elements of Design Seminar (1 hour)</td>
</tr>
<tr>
<td>ANGD 1312: Hard Surface Modeling or ANGD 1314: Organic Modeling (3 hours)</td>
<td>ANGD 1312: Hard Surface Modeling or ANGD 1314: Organic Modeling (3 hours)</td>
</tr>
<tr>
<td>ANGD 1315: Principles of Animation or ANGD 1313: Game Engines (3 hours)</td>
<td>ANGD 1315: Principles of Animation or ANGD 1313: Game Engines (3 hours)</td>
</tr>
<tr>
<td>ARTS 1301: Drawing I (3 hours)</td>
<td>ENGL 1312: Composition II (3 hours)</td>
</tr>
<tr>
<td>ENGL 1311: Composition I (3 hours)</td>
<td>MATH 1304, 1306 or 1308 (3 hours)</td>
</tr>
<tr>
<td><strong>Total Hours: 13</strong></td>
<td>DWPH 1200: Dimensions of Wellness (2 hours)</td>
</tr>
<tr>
<td><strong>Total Hours: 15</strong></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>ANGD 4100: Animation Industry Seminar (1 hour)</td>
<td>ANGD 4100: Animation Industry Seminar (1 hour)</td>
</tr>
<tr>
<td>ANGD 1380: Anatomy of Animators (3 hours)</td>
<td>ANGD 2334: Environment Production II (3 hours)</td>
</tr>
<tr>
<td>ANGD 2333: Environment Production I (3 hours)</td>
<td>ANGD 2361: Character Modeling I (3 hours)</td>
</tr>
<tr>
<td>ANGD 2321: Rigging (3 hours)</td>
<td>ANGD 2341: Period Styles (3 hours)</td>
</tr>
<tr>
<td>ANGD 3325: Figure Drawing (3 hours)</td>
<td>PSYC 1301: Introduction to Psychology (3 hours)</td>
</tr>
<tr>
<td>RELS 1305, 1315, 1325, 1335 or 2345 (3 hours)</td>
<td>PHIL 1381: Introduction to Philosophy (3 hours)</td>
</tr>
<tr>
<td><strong>Total Hours: 16</strong></td>
<td><strong>Total Hours: 16</strong></td>
</tr>
</tbody>
</table>

## SOPHOMORE YEAR

<table>
<thead>
<tr>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>ANGD 4100: Animation Industry Seminar (1 hour)</td>
<td>ANGD 4100: Animation Industry Seminar (1 hour)</td>
</tr>
<tr>
<td>ANGD 1380: Anatomy of Animators (3 hours)</td>
<td>ANGD 2334: Environment Production II (3 hours)</td>
</tr>
<tr>
<td>ANGD 2333: Environment Production I (3 hours)</td>
<td>ANGD 2361: Character Modeling I (3 hours)</td>
</tr>
<tr>
<td>ANGD 2321: Rigging (3 hours)</td>
<td>ANGD 2341: Period Styles (3 hours)</td>
</tr>
<tr>
<td>ANGD 3325: Figure Drawing (3 hours)</td>
<td>PSYC 1301: Introduction to Psychology (3 hours)</td>
</tr>
<tr>
<td>RELS 1305, 1315, 1325, 1335 or 2345 (3 hours)</td>
<td>PHIL 1381: Introduction to Philosophy (3 hours)</td>
</tr>
<tr>
<td><strong>Total Hours: 16</strong></td>
<td><strong>Total Hours: 16</strong></td>
</tr>
</tbody>
</table>

## JUNIOR YEAR

<table>
<thead>
<tr>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>ANGD 4100: Animation Industry Seminar (1 hour)</td>
<td>ANGD 4100: Animation Industry Seminar (1 hour)</td>
</tr>
<tr>
<td>ANGD 3315: Visual Narrative Conventions (3 hours)</td>
<td>ANGD 3330: History of Games (3 hours)</td>
</tr>
<tr>
<td>ANGD 2330: History of Animation (3 hours)</td>
<td>ANGD 4140: Senior Thesis Workshop (1 hour)</td>
</tr>
<tr>
<td>ANGD 3331: Environment Production III (3 hours)</td>
<td>ANGD 3332: Environment Production IV or ANGD 3362: Character Modeling III (3 hours)</td>
</tr>
<tr>
<td>ANGD 3361: Character Modeling II (3 hours)</td>
<td>ANGD 3360: Programming for Games (3 hours)</td>
</tr>
<tr>
<td>ENGL 2310: World Literature Studies (3 hours)</td>
<td>CHEM 1308 and 1108 or BIOL/PHYS 1401 (4 hours)</td>
</tr>
<tr>
<td><strong>Total Hours: 16</strong></td>
<td><strong>Total Hours: 15</strong></td>
</tr>
</tbody>
</table>

## SENIOR YEAR

<table>
<thead>
<tr>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>ANGD 4100: Animation Industry Seminar (1 hour)</td>
<td>ANGD 4100: Animation Industry Seminar (1 hour)</td>
</tr>
<tr>
<td>ANGD 4440: Senior Thesis Production I (4 hours)</td>
<td>ANGD 4450: Senior Thesis Production II (4 hours)</td>
</tr>
<tr>
<td>ANGD 4305: Senior Portfolio (3 hours)</td>
<td>ANGD 4340: Business of Animation and Game Design (3 hours)</td>
</tr>
<tr>
<td>RELS 4399: Sacred Spaces or PHIL 3375: Aesthetics (3 hours)</td>
<td>HIST 1311: World History I (3 hours)</td>
</tr>
<tr>
<td>CHIN 1311: Chinese I or Other LANG I (3 hours)</td>
<td>CHIN 1312: Chinese II or Other LANG II (3 hours)</td>
</tr>
<tr>
<td><strong>Total Hours: 14</strong></td>
<td>Physical Activity Course (1 hour)</td>
</tr>
<tr>
<td><strong>Total Hours: 15</strong></td>
<td></td>
</tr>
</tbody>
</table>

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