

University of the Incarnate Word®

Bachelor of Fine Arts in 3D Animation and Game Design Production Management 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 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
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3D Animation and Game Design
- Production Management

DEGREE PLAN

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

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 1201 First Year Experience Seminar (2 hours)

Total Hours: 15

Spring

ANGD 1102: Elements of Design (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 the Animator (3 hours)
ANGD 2353: Modeling and Texture Pipeline (3 hours)
ANGD 2351: Production Management I (3 hours)
ANGD 4384: Elements of Gameplay (3 hours)
ENGL 3375 Creative Writing (3 hours)

Total Hours: 16

Spring

ANGD 4100: Animation Industry Seminar (1 hour)
ANGD 2355: Animation Pipeline (3 hours)
ANGD 2352: Production Management II (3 hours)
ANGD 4381: Prototyping and Game Design (3 hours)
COMM 1311: Public Speaking (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 3351: Production Management III (3 hours)
COMM 2350: Audio Production I (3 hours)
Elective (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 3352: Production Management IV (3 hours)
ANGD 3355: Tools of Production Management
(3 hours)
ENGL 2310: World Literature Studies (3 hours)

Total Hours: 14

SENIOR YEAR

Fall

ANGD 4100: Animation Industry Seminar (1 hour)
ANGD 4305: Senior Portfolio (3 hours)
ANGD 4150: Sr. Thesis Production Mgmt. I (1 hour)
CHEM 1308 & 1108 Science of Art or
BIOL/PHYS 1401 (4 hours)
RELS 4399: Sacred Spaces or PHIL 3375: Aesthetics
(3 hours)
CHIN 1311: Chinese I or Other LANG I (3 hours)

Total Hours: 15

Spring

ANGD 4100: Animation Industry Seminar (1 hour)
ANGD 4340: Business of Animation and Game Design
(3 hours)
COMM 4332: Law and the Media (3 hours)
ANGD 4151: Sr. Thesis Production Mgmt. II (1 hour)
HIST 1311: World History I (3 hours)
CHIN 1312: Chinese II or Other LANG II (3 hours)
Physical Activity Course (1 hour)

Total Hours: 15

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

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