ANIMATION, FILM, PHOTOGRAPHY AND MOTION DESIGN (BFA)

Degree: Bachelor of Fine Arts
Major: Animation, Film, Photography, and Motion Design
Program Code: 3284

About This Major . . .

The B.F.A. in Animation, Film, Photography and Motion Design (AFP&MD) is unique. After completing traditional freshman-level composition and drawing courses, AFP&MD majors enter a three-tiered program of study. The first tier consists of courses in the principles of animation, film, photography, and motion design—courses designed to outline the specifics of each area and the relationships connecting the areas to each other. The second tier follows with intermediate-level courses where students apply and expand upon earlier basic concepts while exploring more complex applications and completing projects that address the interaction of time, movement, and space. Finally, the third tier offers advanced levels of study providing opportunities for majors to produce a more individual and high-quality portfolio coupled with options for experimentation, collaborative work, and travel. Also unique to AFP&MD are the possible experimental combinations of multiple areas of study in animation, film, photography, and motion design. Students at the senior level have opportunities to integrate all four AFP&MD areas or focus on various combinations of digital techniques. Students are encouraged to follow their passions and interests and focus on the area or areas most suited to their individual career goals.

For more information on what you can do with this major, visit Career Services’ What to Do with a Major? resource.

All CMU baccalaureate graduates are expected to demonstrate proficiency in specialized knowledge/applied learning, quantitative fluency, communication fluency, critical thinking, personal and social responsibility, and information literacy. In addition to these campus-wide student learning outcomes, graduates of this major will be able to:

1. Interpret and apply formal elements and principles of design. (Specialized Knowledge)
2. Demonstrate application of tools, materials, techniques, and proper use and care for equipment through quality craftsmanship. (Applied Learning)
3. Generate individual response through concept and theory beyond formal elements to create personal content. (Communication Fluency)
4. Communicate clearly regarding the critical analysis of art and design both historical and contemporary. (Critical thinking/ Communication Fluency)
5. Design and publish a professional portfolio and demo reel that meet current industry standards. (Applied Learning)
6. Demonstrate technical, aesthetic, and conceptual decisions based on application of the creative design process for photographic and time-based media. (Specialized Knowledge)

Requirements

Each section below contains details about the requirements for this program. Select a header to expand the information/requirements for that particular section of the program’s requirements.

To print or save an overview of this program's information, including the program description, learning outcomes, requirements, suggested course sequencing (if applicable), and advising and graduation information, scroll to the bottom of the left-hand navigation menu and select "Print Options." This will give you the options to either "Send Page to Printer" or "Download PDF of This Page." The "Download PDF of This Page" option prepares a much more concise presentation of all program information. The PDF is also printable and may be preferable due to its brevity.

Institutional Degree Requirements

The following institutional degree requirements apply to all CMU baccalaureate degrees. Specific programs may have different requirements that must be met in addition to institutional requirements.

• 120 semester hours minimum.
• Students must complete a minimum of 30 of the last 60 hours of credit at CMU, with at least 15 semester hours in major discipline courses numbered 300 or higher.
• 40 upper-division credits (an alternative credit limit applies to the Bachelor of Applied Science degree).
• 2.00 cumulative GPA or higher in all CMU coursework.
• A course may only be used to fulfill one requirement for each degree/certificate.
• No more than six semester hours of independent study courses can be used toward the degree.
• Non-traditional credit, such as advanced placement, credit by examination, credit for prior learning, cooperative education and internships, cannot exceed 30 semester credit hours for a baccalaureate degree. A maximum of 15 of the 30 credits may be for cooperative education, internships, and practica.
• Pre-collegiate courses (usually numbered below 100) cannot be used for graduation.
• Capstone exit assessment/projects (e.g., Major Field Achievement Test) requirements are identified under Program-Specific Degree Requirements.
• The Catalog Year determines which program sheet and degree requirements a student must fulfill in order to graduate. Visit with your advisor or academic department to determine which catalog year and program requirements you should follow.
• See “Requirements for Undergraduate Degrees and Certificates” in the catalog for a complete list of graduation requirements.

Essential Learning Requirements

(31 semester hours)

See the current catalog for a list of courses that fulfill the requirements below. If a course is an Essential Learning option and a requirement for your major, you must use it to fulfill the major requirement and make a different selection for the Essential Learning requirement.
### Program Specific Degree Requirements

(51 semester hours, must pass each course with a grade of "B" or higher.)

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Semester Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Art History Course</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ARTH 331</td>
<td>History of the Moving Image</td>
<td>3</td>
</tr>
<tr>
<td><strong>Animation, Film, Photography &amp; Motion Design Courses</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ARTA 123</td>
<td>Lights! Camera! Action</td>
<td>3</td>
</tr>
<tr>
<td>ARTA 222</td>
<td>Principles of Digital Photography</td>
<td>3</td>
</tr>
<tr>
<td>ARTA 223</td>
<td>Image and Motion</td>
<td>3</td>
</tr>
<tr>
<td>ARTA 224</td>
<td>Principles of Film and Motion Design</td>
<td>3</td>
</tr>
<tr>
<td>ARTA 225</td>
<td>Principles of Animation</td>
<td>3</td>
</tr>
<tr>
<td>ARTA 322</td>
<td>Intermediate Photography</td>
<td>3</td>
</tr>
<tr>
<td>ARTA 323</td>
<td>Character Design and Story Concepts</td>
<td>3</td>
</tr>
<tr>
<td>ARTA 324</td>
<td>Two-Dimensional Animation and Motion Design</td>
<td>3</td>
</tr>
<tr>
<td>ARTA 325</td>
<td>3D Digital Modeling</td>
<td>3</td>
</tr>
<tr>
<td>ARTA 326</td>
<td>Digital Filmmaking</td>
<td>3</td>
</tr>
<tr>
<td>ARTA 327</td>
<td>Sound Principles and Production</td>
<td>3</td>
</tr>
<tr>
<td>ARTA 422</td>
<td>Advanced Photography and Studio Lighting</td>
<td>3</td>
</tr>
<tr>
<td>ARTA 424</td>
<td>Animation, Film, Photography and Motion Design</td>
<td>3</td>
</tr>
<tr>
<td>Studio I</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ARTA 425</td>
<td>Animation, Film, Photography and Motion Design</td>
<td>3</td>
</tr>
<tr>
<td>Studio II</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ARTA 426</td>
<td>Advanced Motion Studio</td>
<td>3</td>
</tr>
<tr>
<td>ARTA 427</td>
<td>Portfolio and Demo Reel</td>
<td>3</td>
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</tbody>
</table>

**Total Semester Credit Hours** 51

### General Electives

(All college level courses appearing on your final transcript, not listed above that will bring your total semester hours to 120 hours. 17 semester hours)

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Semester Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Select electives</td>
<td></td>
<td>17</td>
</tr>
</tbody>
</table>

**Total Semester Credit Hours** 17

### Suggested Course Plan

#### First Year

**Fall Semester**

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Semester Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENGL 111</td>
<td>English Composition I-GTCO1</td>
<td>3</td>
</tr>
<tr>
<td>ARTE 118</td>
<td>History of Art, Prehistory to Renaissance-GTAH1</td>
<td>3</td>
</tr>
<tr>
<td>ARTE 101</td>
<td>Two-Dimensional Design-GTAH1</td>
<td>3</td>
</tr>
<tr>
<td>or ARTA 123</td>
<td>Two-Dimensional Design-GTAH1 or Lights! Camera! Action</td>
<td>3</td>
</tr>
<tr>
<td>Essential Learning - History</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Essential Learning - Social and Behavioral Sciences</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

**Spring Semester**

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Semester Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENGL 112</td>
<td>English Composition II-GTCO2</td>
<td>3</td>
</tr>
<tr>
<td>MATH 110</td>
<td>College Mathematics-GTMA1</td>
<td>3</td>
</tr>
<tr>
<td>ARTE 101</td>
<td>Two-Dimensional Design-GTAH1 or Lights! Camera! Action</td>
<td>3</td>
</tr>
</tbody>
</table>

**Total Semester Credit Hours** 15

**Total Semester Credit Hours** 15
ARTE 102  Three-Dimensional Design-GTAH1  3
ARTE 119  History of Art, Renaissance to Present-GTAH1  3

Second Year
Fall Semester
ARTS 151  Foundation Drawing I  3
ARTA 223  Image and Motion  3
ARTA 225  Principles of Animation  3
KINE 100  Health and Wellness  1
KINA Activity  1
Essential Learning - Natural Science with lab  4

Semester Credit Hours  15

Spring Semester
ARTA 222  Principles of Digital Photography  3
ARTA 224  Principles of Film and Motion Design  3
Essential Learning - Natural Science  3
Essential Learning - Humanities  3
ESSL 290  Maverick Milestone  3
ESSL 200  Essential Speech  1

Semester Credit Hours  16

Third Year
Fall Semester
ARTH 331  History of the Moving Image  3
ARTA 323  Character Design and Story Concepts  3
ARTA 324  Two-Dimensional Animation and Motion Design  3
ARTA 322  Intermediate Photography  3
Essential Learning - Fine Arts  3

Semester Credit Hours  15

Spring Semester
ARTA 325  3D Digital Modeling  3
ARTA 326  Digital Filmmaking  3
ARTA 327  Sound Principles and Production  3
Essential Learning - Social and Behavioral Sciences  3
General Elective  3

Semester Credit Hours  15

Fourth Year
Fall Semester
ARTA 424  Animation, Film, Photography and Motion Design Studio I  3
ARTA 426  Advanced Motion Studio  3
ARTA 422  Advanced Photography and Studio Lighting  3
General Electives (2 courses)  6

Semester Credit Hours  15

Spring Semester
ARTA 425  Animation, Film, Photography and Motion Design Studio II  3
ARTA 427  Portfolio and Demo Reel  3
General Electives (3 courses)  8

Semester Credit Hours  14

Total Semester Credit Hours  120

Advising and Graduation
Advising Process and DegreeWorks

Documentation on the pages related to this program is intended for informational purposes to help determine what courses and associated requirements are needed to earn a degree. The suggested course sequencing outlines how students could finish degree requirements. Some courses are critical to complete in specific semesters, while others may be moved around. Meeting with an academic advisor is essential in planning courses and altering the suggested course sequencing. It is ultimately the student's responsibility to understand and fulfill the requirements for her/his intended degree(s).

DegreeWorks is an online degree audit tool available in MAVzone. It is the official record used by the Registrar's Office to evaluate progress towards a degree and determine eligibility for graduation. Students are responsible for reviewing their DegreeWorks audit on a regular basis and should discuss questions or concerns with their advisor or academic department head. Discrepancies in requirements should be reported to the Registrar's Office.

Graduation Process

Students must complete the following in the first two months of the semester prior to completing their degree requirements:

• Review their DegreeWorks audit and create a plan that outlines how unmet requirements will be met in the final semester.
• Meet with their advisor and modify their plan as needed. The advisor must approve the final plan.
• Submit the “Intent to Graduate” form to the Registrar's Office to officially declare the intended graduation date and commencement ceremony plans.
• Register for all needed courses and complete all requirements for each degree sought.

Submission deadlines and commencement details can be found at http://www.coloradomesa.edu/registrar/graduation.html.

If a student's petition for graduation is denied, it will be her/his responsibility to consult the Registrar's Office regarding next steps.