



REVISED PROGRAM SEQUENCES FOR BACHELOR OF SCIENCE IN ANIMATION, BACHELOR OF SCIENCE IN ANIMATION ONLINE, BACHELOR OF SCIENCE IN GRAPHIC DESIGN ONLINE AND BACHELOR OF SCIENCE IN DIGITAL FILMMAKING

Chronological Course Order by Month

ANIMATION B.S. - GAME ART - CAMPUS		
MONTH	COURSE CODE / TITLE	CREDITS
1	SBS 100 Media and Culture	3
	CAN PD1 Professional Development 1	1
2	SBS 113 Behavioral Science	3

ANIMATION B.S. - GAME ART - CAMPUS		
MONTH	COURSE CODE / TITLE	CREDITS
3	CAN 101 Overview of Animation Production	3
	ENG 101 Foundations of Writing	3
4	CAN 115 Cameras and Lights	3
5	CAN 110 Digital Painting	3
	SPC 214 Creative Communication	3
6	CAN 120 Surface Appearance	3
7	CAN 125 Modeling Fundamentals	3
	MAT 121 Quantitative Principles	3
8	AVE 190 Digital Sculpting 1	3
9	AVE 130 Storyboarding	3
10	AVE 241 Fundamentals of Animation	3
	CAN PD2 Professional Development 2	1
11	AVE 320 Virtual Production 1	3
12	CAN 210 Look Development 1	3
13	AVE 100 The Fundamentals of Surface Anatomy	3
14	AVE 230 Character Rigging 1	3
15	CAN 215 Visual Scripting and Tool Development	4
16	CAN 220 Look Development 2	3
	HUM 310 Art of Visual Narrative	3
17	AVE 290 Visual Effects 1	3
18	CAN 330 Character Rigging 2	3
19	AVE 310 Visual Effects 2	4
20	AVE 200 Digital Sculpting 2	3
	HUM 323 Cultural Studies	3
21	AVE 170 Art Creation for Games	4
22	AVE 385 Virtual Production 2	4
23	AVE 451 Project Management for Game Art	3
	HUM 351 Historical Archetypes and Mythology	3

ANIMATION B.S. - GAME ART - CAMPUS		
MONTH	COURSE CODE / TITLE	CREDITS
24	AGA 345 Game Art Production 1	4
25	AGA 346 Game Art Production 2	4
	CAN PD3 Professional Development 3	1
26	CAN 480 Portfolio Preparation	3
	SBS 305 Leadership and Organizational Behavior	3
27	CAN 481 Portfolio Content Creation 1	3
28	CAN 482 Portfolio Content Creation 2	3
29	CAN 483 Portfolio Content Creation 3	3
	ENG 326 Professional Writing	3
Total Credit Hours: 120		

Chronological Course Order by Month

ANIMATION, B.S. - VFX - CAMPUS		
MONTH	COURSE CODE / TITLE	CREDITS
1	SBS 100 Media and Culture	3
	CAN PD1 Professional Development 1	1
2	SBS 113 Behavioral Science	3
3	CAN 101 Overview of Animation Production	3
	ENG 101 Foundations of Writing	3
4	CAN 115 Cameras and Lights	3
5	CAN 110 Digital Painting	3
	SPC 214 Creative Communication	3
6	CAN 120 Surface Appearance	3
7	CAN 125 Modeling Fundamentals	3
	MAT 121 Quantitative Principles	3
8	AVE 190 Digital Sculpting 1	3
9	AVE 130 Storyboarding	3

ANIMATION, B.S. - VFX - CAMPUS		
MONTH	COURSE CODE / TITLE	CREDITS
10	AVE 241 Fundamentals of Animation	3
	CAN PD2 Professional Development 2	1
11	AVE 320 Virtual Production 1	3
12	CAN 210 Look Development 1	3
13	AVE 100 The Fundamentals of Surface Anatomy	3
14	AVE 230 Character Rigging 1	3
15	CAN 215 Visual Scripting and Tool Development	4
16	CAN 220 Look Development 2	3
	HUM 310 Art of Visual Narrative	3
17	AVE 290 Visual Effects 1	3
18	CAN 330 Character Rigging 2	3
19	AVE 310 Visual Effects 2	4
20	AVE 357 Matchmoving for Production	3
	HUM 323 Cultural Studies	3
21	AVE 343 Look Development and Compositing	4
22	AVE 385 Virtual Production 2	4
23	AVE 450 Project Management for Visual Effects	3
	HUM 351 Historical Archetypes and Mythology	3
24	AVE 345 Visual Effects Production 1	4
25	AVE 346 Visual Effects Production 2	4
	CAN PD3 Professional Development 3	1
26	CAN 480 Portfolio Preparation	3
	SBS 305 Leadership and Organizational Behavior	3
27	CAN 481 Portfolio Content Creation 1	3
28	CAN 482 Portfolio Content Creation 2	3
29	CAN 483 Portfolio Content Creation 3	3
	ENG 326 Professional Writing	3
Total Credit Hours: 120		

Chronological Course Order by Month

ANIMATION ONLINE, B.S. — CHARACTER ANIMATION		
MONTH	COURSE CODE / TITLE	CREDITS
1	DGL 101 Digital Literacy	3
	CAN PD1-O Professional Development 1	1
2	SBS 113 Behavioral Science	3
3	CAN 101 Overview of Animation Production	3
	ENG 101 Foundations of Writing	3
4	CAN 115 Cameras and Lights	3
5	CAN 110 Digital Painting	3
	SPC 214 Creative Communication	3
6	CAN 120 Surface Appearance	3
7	CAN 125 Modeling Fundamentals	3
	MAT 121 Quantitative Principles	3
8	AVE 190 Digital Sculpting 1	3
9	AVE 130 Storyboarding	3
10	AVE 241 Fundamentals of Animation	3
	CAN PD2-O Professional Development 2	1
11	AVE 320 Virtual Production 1	3
12	CAN 210 Look Development 1	3
13	AVE 100 The Fundamentals of Surface Anatomy	3
14	AVE 230 Character Rigging 1	3
15	CAN 215 Visual Scripting and Tool Development	4
16	CAN 220 Look Development 2	3
	HUM 310 Art of Visual Narrative	3
17	AVE 290 Visual Effects 1	3
18	CAN 340 Character Visual Effects	3
	HUM 323 Cultural Studies	3

ANIMATION ONLINE, B.S. — CHARACTER ANIMATION		
MONTH	COURSE CODE / TITLE	CREDITS
19	CAN 330 Character Rigging 2	3
20	CAN 365 Acting for Animators	3
	HUM 351 Historical Archetypes and Mythology	3
21	CAN 373 Animation for Games	4
22	CAN 425 Animating for Dialogue	4
23	CAN 405 Story-Driven Animation 1	4
24	CAN 406 Story-Driven Animation 2	4
25	CAN 445 Crowd Animation	4
	CAN PD3-O Professional Development 3	1
26	CAN 480 Portfolio Preparation	3
	SBS 305 Leadership and Organizational Behavior	3
27	CAN 481 Portfolio Content Creation 1	3
28	CAN 482 Portfolio Content Creation 2	3
29	CAN 483 Portfolio Content Creation 3	3
	ENG 326 Professional Writing	3
Total Credit Hours: 120		

Chronological Course Order by Month

ANIMATION ONLINE, B.S. — ENVIRONMENT AND CHARACTER DESIGN		
MONTH	COURSE CODE / TITLE	CREDITS
1	DGL 101 Digital Literacy	3
	CAN PD1-O Professional Development 1	1
2	SBS 113 Behavioral Science	3
3	CAN 101 Overview of Animation Production	3
	ENG 101 Foundations of Writing	3
4	CAN 115 Cameras and Lights	3

ANIMATION ONLINE, B.S. — ENVIRONMENT AND CHARACTER DESIGN

MONTH	COURSE CODE / TITLE	CREDITS
5	CAN 110 Digital Painting	3
	SPC 214 Creative Communication	3
6	CAN 120 Surface Appearance	3
7	CAN 125 Modeling Fundamentals	3
	MAT 121 Quantitative Principles	3
8	AVE 190 Digital Sculpting 1	3
9	AVE 130 Storyboarding	3
10	AVE 241 Fundamentals of Animation	3
	CAN PD2-O Professional Development 2	1
11	AVE 320 Virtual Production 1	3
12	CAN 210 Look Development 1	3
13	AVE 100 The Fundamentals of Surface Anatomy	3
14	AVE 230 Character Rigging 1	3
15	CAN 215 Visual Scripting and Tool Development	4
	CAN CD2-O Animation Career Development 2	4
16	CAN 220 Look Development 2	3
	HUM 310 Art of Visual Narrative	3
17	AVE 290 Visual Effects 1	3
18	CAN 340 Character Visual Effects	3
	HUM 323 Cultural Studies	3
19	CAN 330 Character Rigging 2	3
20	CAN 335 Advanced Modeling	3
	HUM 351 Historical Archetypes and Mythology	3
21	CAN 355 Character and Environment Design	4
22	CAN 370 Sculpting Characters for Film and Games	4
23	CAN 380 Texturing Characters for Film and Games	4
24	CAN 410 Environment Modeling for Production	4

ANIMATION ONLINE, B.S. — ENVIRONMENT AND CHARACTER DESIGN		
MONTH	COURSE CODE / TITLE	CREDITS
25	CAN 440 Look Development for Environments	4
	CAN PD3-O Professional Development 3	1
26	CAN 480 Portfolio Preparation	3
	SBS 305 Leadership and Organizational Behavior	3
27	CAN 481 Portfolio Content Creation 1	3
28	CAN 482 Portfolio Content Creation 2	3
29	CAN 483 Portfolio Content Creation 3	3
	ENG 326 Professional Writing	3
Total Credit Hours: 120		

Chronological Course Order by Month

ANIMATION ONLINE, B.S. — VISUAL EFFECTS		
MONTH	COURSE CODE / TITLE	CREDITS
1	DGL 101 Digital Literacy	3
	CAN PD1-O Professional Development 1	1
2	SBS 113 Behavioral Science	3
3	CAN 101 Overview of Animation Production	3
	ENG 101 Foundations of Writing	3
4	CAN 115 Cameras and Lights	3
5	CAN 110 Digital Painting	3
	SPC 214 Creative Communication	3
6	CAN 120 Surface Appearance	3
7	CAN 125 Modeling Fundamentals	3
	MAT 121 Quantitative Principles	3
8	AVE 190 Digital Sculpting 1	3
9	AVE 130 Storyboarding	3

ANIMATION ONLINE, B.S. — VISUAL EFFECTS		
MONTH	COURSE CODE / TITLE	CREDITS
10	AVE 241 Fundamentals of Animation	3
	CAN PD2-O Professional Development 2	1
11	AVE 320 Virtual Production 1	3
12	CAN 210 Look Development 1	3
13	AVE 100 The Fundamentals of Surface Anatomy	3
14	AVE 230 Character Rigging 1	3
15	CAN 215 Visual Scripting and Tool Development	4
	CAN CD2-O Animation Career Development 2	4
16	CAN 220 Look Development 2	3
	HUM 310 Art of Visual Narrative	3
17	AVE 290 Visual Effects 1	3
18	CAN 340 Character Visual Effects	3
	HUM 323 Cultural Studies	3
19	CAN 330 Character Rigging 2	3
20	AVE 357 Matchmoving for Production	3
	HUM 351 Historical Archetypes and Mythology	3
21	AVE 310 Visual Effects 2	4
22	AVE 343 Look Development and Compositing	4
23	CGA 361 Visual Effects for Games	4
24	CGA 381 Visual Effects for Film	4
25	AVE 360 Compositing and Integration	4
	CAN PD3-O Professional Development 3	1
26	CAN 480 Portfolio Preparation	3
	SBS 305 Leadership and Organizational Behavior	3
27	CAN 481 Portfolio Content Creation 1	3
28	CAN 482 Portfolio Content Creation 2	3
29	CAN 483 Portfolio Content Creation 3	3
	ENG 326 Professional Writing	3

ANIMATION ONLINE, B.S. — VISUAL EFFECTS		
MONTH	COURSE CODE / TITLE	CREDITS
Total Credit Hours: 120		

Chronological Course Order by Month

GRAPHIC DESIGN, B.S. — ONLINE		
MONTH	COURSE CODE / TITLE	CREDITS
1	DGL 101 Digital Literacy	3
	GRD PD1-O Graphic Design Professional Development 1	1
2	SBS 113 Behavioral Science	3
3	GRD 100 Overview of Graphic Design	3
	ENG 101 Foundations of Writing (online)	3
4	GRD 110 Design Fundamentals	3
5	GRD 140 Digital Color Theory	3
	SPC 214 Creative Communication (online)	3
6	GRD 120 Drawing for Designers	3
7	GRD 200 Eye on Design	3
	MAT 121 Quantitative Principles (online)	3
8	GRD 130 Digital Asset Creation 1	3
9	GRD 210 Design Process and Layout 1	3
10	GRD 270 Digital Asset Creation 2	3
11	GRD 220 Design Process and Layout 2	3
12	GRD 260 Logos and Symbols	3
	HUM 310 Art of Visual Narrative (online)	3
13	GRD 240 Design and Production	3
14	GRD 360 Storytelling and Video	3
	GRD PD2-O Graphic Design Professional Development 2	1
15	GRD 440 Introduction to Advertising	3

GRAPHIC DESIGN, B.S. — ONLINE		
MONTH	COURSE CODE / TITLE	CREDITS
16	GRD 230 Motion Design 1	3
	HUM 323 Cultural Studies (online)	3
17	GRD 320 Concept Design 1	3
18	GRD 370 Motion Design 2	3
19	GRD 325 Concept Design 2	4
20	GRD 380 Motion Design 3	4
21	GRD 340 Design Strategy	4
22	GRD 460 Experiential Design	4
23	GRD 470 UX/UI 1	3
	HUM 351 Historical Archetypes and Mythology (online)	3
24	GRD 430 Identity and Visual Systems	4
25	GRD 475 UX/UI 2	4
	GRD PD3-O Graphic Design Professional Development 3	1
26	GRD 400 Portfolio Preparation	3
	SBS 305 Leadership and Organizational Behavior (online)	3
27	GRD 350 Portfolio 1	3
28	GRD 490 Portfolio 2	3
29	GRD 491 Portfolio 3	3
	ENG 326 Professional Writing (online)	3
Total Credit Hours: 120		

Chronological Course Order by Month

DIGITAL FILMMAKING, B.S. - ONLINE		
MONTH	COURSE CODE / TITLE	CREDITS
1	DGL 101 Digital Literacy	3
2	SBS 113 Behavioral Science	3
	DFM PD1-O Digital Filmmaking Professional Development 1	1

DIGITAL FILMMAKING, B.S. - ONLINE		
MONTH	COURSE CODE / TITLE	CREDITS
3	DFM 100 Independent Filmmaking	3
4	DFM 115 Introduction to Filmmaking	3
	ENG 101 Foundations of Writing	3
5	DFM 260 Editing 1	3
6	DFM 223 Screenwriting 1	4
7	DFM 230 Acting for Filmmakers	3
	MAT 121 Quantitative Principles	3
8	DFM 120 Digital Production Design	4
9	DFM 305 Location Scouting	4
10	DFM 170 Introduction to Cinematography	3
11	DFM 200 Cinematography and Lighting 1	3
	SPC 214 Creative Communication	3
12	DFM 202 Cinematography and Lighting 2	3
13	DFM 220 Digital Audio Production 1	3
	HUM 323 Cultural Studies	3
14	DFM 201 Color Correction and Grading	3
	DFM PD2 Digital Filmmaking Professional Development 2	1
15	DFM 240 Directing 1	3
16	DFM 320 Screenwriting 2	4
17	DFM 190 Producing	3
18	DFM 307 Directing 2	3
19	DFM 380 Editing 2	3
	HUM 351 Historical Archetypes and Mythology	3
20	DFM 315 Digital Audio Production 2	3
21	DFM 301 Film Marketing and Distribution	3
	ENG 326 Professional Writing	3
22	DFM 270 Visual Effects	4
23	DFM 420 Documentary Production	4

DIGITAL FILMMAKING, B.S. - ONLINE		
MONTH	COURSE CODE / TITLE	CREDITS
24	DFM 421 Documentary Postproduction	3
25	HUM 310 Art of Visual Narrative	3
	DFM 440 Capstone Film Development	3
26	DFM 450 Capstone Film Preproduction	3
	DFM PD3 Digital Filmmaking Professional Development 3	1
27	DFM 480 Capstone Film Production	3
28	DFM 485 Capstone Film Postproduction	3
29	DFM 490 Portfolio Development	3
	SBS 305 Leadership and Organizational Behavior	3
Total Credit Hours: 120		

COURSE DESCRIPTIONS ABSENT FROM 2025 CATALOG

CAN 355-O Character and Environment Design (4 Credits)

In this course, students explore how proportions, layouts, and design are essential to visual storytelling in both character and environment design. Students will learn to create appealing designs for preproduction used in both character and environment production pipelines.

CAN 373-O Animation for Games (4 Credits)

This course provides the fundamentals for creating animation cycles for a game character and an environment prop. Students will develop a set of animation cycles for characters using production-quality assets. The skills and techniques used in this course expand on prior knowledge gained in AVE 130 Storyboarding, AVE 241 Fundamentals of Animation, and CAN 365 Acting for Animators.

CGA 361-O Visual Effects for Games (4 Credits)

Building on knowledge gained from prior visual effects courses, this course introduces students to the foundational knowledge and skills needed for the creation of real-time visual effects for games. Students will create, develop, and design real-time particle and material-based effects through the combination of both static and animated 2D/3D elements to enhance a game level or character's actions.

CGA 381-O Visual Effects for Film (4 Credits)

In this course, students learn to employ the animation of visual effects (VFX) to enhance the visual storytelling of a film shot. Students will use concepts from previous visual effects courses to complete a VFX shot that integrates multiple 2D and 3D assets such as 3D models, animations, particle effects, and live-action elements to aid them in producing a photorealistic result. Students will gain experience and insight into the film industry's visual effects production pipeline.