

BFA Animation Major

This pre-professional degree allows the dedicated animation student an opportunity to take classes geared toward a specific interest in animation. Students will drill down deeper into specific areas of animation production and will choose a learning track with a higher concentration on 2D drawing related classes (concept art and storyboarding) or CG animation track (modeling and animation). In the B.F.A., students will make their own senior thesis short animated film for their portfolio. This degree is appropriate for those who upon graduation wish to go directly into the field of professional animation film making.

BFA: Animation 2023 – 2024

Name: _____

ACT/SAT _____ Minor: _____

Catalog Expires in August 2024

LU I.D. _____

Total Hours: 126

FR Fall 14-15 hrs	BI 1093 The Story of Israel	LU 1203 Lipscomb Experience (all freshman MUST take this class)	PE 2012 Lifetime Wellness freshman year	AM 1013 Dynamic Gestures	AM 1113 2D character Animation I	AM1153 Perspective, Color & Comp
FR Spring 15-16 hrs	BI 1073 The Story of Jesus	EN 1313 University Writing	AM 3013 CG Modeling & Lighting	AM 1213 Character Design Pre-req - AM1013	AM 1053 Animation Tools Pre-req- AM1113	
SO Fall 18 hrs	BI 1083 The Story of The Church	Foundation Science with lab (BY1003, CM1013, PH1013 suggested for non-science majors.)	FICM 1033 Career Creativity	AM 4713 CG Animation I prereq AM1113	AM 2513 Storyboarding for Animation	
SO Spring 15 hrs	BI XXX3 BI 3213, 3433, 4213 or approved course	Explorations History (LUHI 2xn3 or appropriate history class)	AM 2213 Writing for Animation	AM Elective Course** 3 hrs	AM 1123 2D Character Animation II Pre-req - AM1113	
JR Fall 18 hrs	CO 1003 Introduction to Communication	MATH	Exploration Social Science (LUSS 2xn3 or appropriate social science class)	AM2613 Animation Production (pre-req AM 2513)	AM 2013 Action Analysis	AM Elective Course** 3 hrs
JR Spring 15 hrs	History, Politics and Philosophy	Exploration Math/Science (LUMS 2xn3)	AM 4014 Animation Capstone I	AM Elective Course** 3 hrs	AM Elective Course** 3 hrs	
SR Fall 15 hrs	Elective Bible	Exploration Literature (LULT2xn3)	AM 4024 Animation Capstone II	AM Elective or Internship	AM Elective Course** 3 hrs	
SR Spring 14-16 hrs	LUEG 3xn3 Engagements	Any Course	AM 4883 Portfolio Development	AM Elective Course** 3 hrs	AM Elective Course** 3 hrs	

Prerequisites required prior to – not concurrently.

This is a suggested guide to course scheduling and does not replace the university catalog as the official listing of program requirements.

****Elective courses will be determined by your concentration (2D or CG)**

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Animation BFA Required Courses

		Credit	Semester
AM1013	Dynamic Gestures	3	F,SP
AM1113	2D Character Animation I	3	F
AM1153	Perspective Color & Comp	3	F,SP
AM3013	CG Modeling & Lighting	3	SP
AM1213	Character Design (pre-req AM1013)	3	SP
AM1053	Animation Tools (pre-req AM1113)	3	SP
AM2513	Storyboarding for Animation (prereq AM1013)	3	F
AM2013	Action Analysis (prereq AM1013)	3	F
AM2213	Writing for Animation	3	SP
AM4713	Computer Animation I (pre-req AM1113)	3	F,SP
AM4883	Portfolio Development	3	SP
AM2613	Animation Production	3	F
FICM1033	Career Creativity	3	F,SP
AM4014	Animation Capstone I	4	SP
AM4024	Animation Capstone II	4	F

Animation Elective Courses

		Credit	Semester
<i>2D Animation Electives</i>			
AM1123	2D Character Animation II (prereq AM1113)	3	SP
AM3A2V	Art Direction (pre-req AM1153)	3	F
AM2713	Concept Development (pre-req AM1153)	3	F
AM3A1V	Digital Illustration (pre-req AM1153)	3	SP
AM2303	Characters & Costumes (pre-req AM1013)	3	SP
AM2113	Animation Environments & Layout (pre-req AM1153)	3	F,SP
AM1223	Character Design II (prereq AM1213)	3	F
AM2523	Storyboarding for Animation II (prereq AM2513)	3	SP
AM3113	Animation in Harmony (pre-req AM1113)	3	F
AM 2413	History of Animation	3	SP
<i>CG Animation Electives</i>			
GD3253	Unreal Technology I (pre-req AM3013)	3	SP
GD3263	Unreal Technology II (pre-req GD3263)	3	F
AM3033	Character Modeling in ZBrush (pre-req AM3013)	3	F
AM4723	Computer Animation II (pre-req AM4713)	3	SP
AM4733	Computer Animation III (pre-req AM4723)	3	F
GD2213	Textures & Materials (pre-req AM3013)	3	F
GD3xn3	Environmental Modeling (pre-req AM3013)	3	SP

2022-23 Academic Year

TOTAL Hours Required: 64

Advising notes: as a science.

B.A. degree: Students take 8 hours of a foreign language.