

# Digital Animation & Motion Arts - MFA

REQUIRED STUDIO	
<b>1st Year</b>	
<b>Fall</b>	<b>Cr</b>
DDA 610 Fundamental Computer Grap	3
DDA 614 Modeling	3
DDA 624 Animation	3
DDA 514 Storyboarding	3
	12
<b>Spring</b>	<b>Cr</b>
DDA 600 Digital Arts in Context	3
DDA 643 Dig'l Animation Studio I	3
	6
<b>2nd Year</b>	
<b>Fall</b>	<b>Cr</b>
DDA 650 Thesis Research	3
DDA 643 Dig'l Animation Studio I	3
	6
<b>Spring</b>	<b>Cr</b>
DDA 660-A/B Thesis I/II	6
	6
<b>3rd Year (Optional)</b>	
<b>Fall</b>	<b>Cr</b>
DDA 660-B Thesis II	3
	3

ELECTIVE STUDIO	
<b>(R=Required, S= Suggested) Cr</b>	
DDA 625 Video Editing - R	3
	3
<b>Cr</b>	<b>Cr</b>
DDA 626 Audio for Elec. Media - R	3
DDA 519 Rigging - R	3
DDA 517 Character Animation- S	3
OR DDA Elective	
	9
<b>Cr</b>	<b>Cr</b>
DDA Elective	3
	3
	6
<b>Cr</b>	<b>Cr</b>
Non-DDA Studio Elective	3
	3
<b>Cr</b>	<b>Cr</b>
Non-DDA Studio Elective	3
	3

ACADEMICS	
<b>Cr</b>	
	0 15
<b>Cr</b>	<b>Cr</b>
History of Art Elective	3
	3 18
<b>Cr</b>	<b>Cr</b>
Liberal Arts Elective	3
	3 15
<b>Cr</b>	<b>Cr</b>
	0 9
<b>Cr</b>	<b>Cr</b>
	0 6

COURSE #	COURSE TITLE	CR
<b>DDA 500</b>	<b>3D Game Prototyping</b>	3
* DDA 614 or 622	Modeling or Interactive Media	
<b>DDA 513</b>	<b>Lighting &amp; Rendering</b>	3
* DDA 614	Modeling	
<b>DDA 517</b>	<b>Character Animation</b>	3
* DDA 614 & 624	Modeling and Animation	
<b>DDA 519</b>	<b>Rigging</b>	2
* DDA 614 & 624	Modeling and Animation	
<b>DDA 540/542</b>	<b>Internship</b>	var.
<b>DDA 565</b>	<b>VR&amp;3D Game Graphics</b>	3
* DDA 614 or 622	Modeling or Interactive Media	
<b>DDA 577</b>	<b>Adv. Video Editing</b>	3
* DDA 625	Video Editing	
<b>DDA 580</b>	<b>Flash for Animators</b>	3
* DDA 250	Digital Imaging	
<b>DDA 584-9/10</b>	<b>MEL Scripting</b>	3
* DDA 622	Interactive Media	
<b>DDA 590</b>	<b>Compositing SPX</b>	3
* DDA 625	Video Editing	
<b>DDA 635</b>	<b>Motion Dynamics</b>	3
* DDA 614 & 624	Modeling and Animation	

\*=Pre-Requisite for above-listed course.

**Credit Totals** 33

24

6 63

<- Adjusted to 60 depending on FA or DDA Thesis