



3D ANIMATION & GAME DESIGN

Bachelor of Fine Arts

School of Media and Design

Program Overview

The 3D Animation & Game Design program at the University of the Incarnate Word (3D@UIW) is crafted to provide students with the design and technical training in preparation of 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 upon design and story-telling principles and skills that truly allow students to gain and keep employment as the industry continues to evolve.

Career Opportunities

3D Animation:

- Movies / TV
- Video Game Production
- Special Effects
- Visualization

Courses

Basic Core Courses:

- Orientation to 3D Animation & Game Design
- Introduction to 3D Animation & Game Design
- Set & Level Design & Modeling
- Digital Imaging & Texture Painting
- Character Modeling
- Advanced Set & Level Design
- Rigging & Animation
- Advanced Character Creation & Animation
- History of Animation
- Anatomy for the Animator
- Figure Drawing for Animators

Advanced Core Courses:

- Production I & II
- Visual Narrative Conventions
- Senior Thesis Workshop
- Programming for Games
- Senior Thesis Production I & II
- Co-op Internship
- Advanced Projects Practicum
- Senior Portfolio

Contact

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Our information and courses evolve to match the ever-changing animation and

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SCHOOL OF MEDIA AND DESIGN
2015-2017

Freshman Year: Fall		Hrs.
ANGD 1101 Orientation to Animation and Game Design		1
ANGD 1301 Introduction to Animation and Game Design		3
ANGD 1311 Set & Level Design		3
ARTS 1301 Drawing I		3
ENGL 1311 Composition I		3
MATH 1304 College Algebra		3
Total hours		16
Sophomore Year: Fall		
ANGD 4100 Animation Industry Seminar		1
ANGD 2321 Rigging		3
ANGD 2331 Principles of Animation		3
ANGD 2341 Period Architecture, Styles, & Decor		3
ENGL 2310 World Literature Studies		3
DWHP 1200 Dimensions of Wellness		2
Total hours		15
Junior Year: Fall		
ANGD 3340 Production I		3
ANGD 4100 Animation Industry Seminar		1
ANGD 3315 Visual Narrative Conventions		3
ANGD 3360 Programming for Games or ANGD 3325 Figure Drawing for Animators		3
ARTS 2361 Sculpture I		3
Total hours		13
Senior Year: Fall		
ANGD 4440 Senior Thesis Production I		4
ANGD 4100 Animation Industry Seminar		1
ANGD 4303 Co-op Internship or ANGD 4301 Advanced Projects Practicum		3
RELS 4399 Sacred Spaces or PHIL 3375 Aesthetics		3
CHIN 1311 Chinese I or Other LANG I		3
Total hours		14

Freshman Year: Spring		Hrs.
ANGD 1302 Digital Imaging and Texture Painting		3
ANGD 1380 Anatomy for the Animator		3
ANGD 3325 Figure Drawing for Animators		3
ANGD 1321 Character Modeling		3
ENGL 1312 Composition II		3
Total hours		15
Sophomore Year: Spring		
ANGD 2222 Advanced Character Creation & Rigging		2
ANGD 2232 Advanced Character Animation		2
ANGD 2311 Advanced Set & Level Design		3
ANGD 4100 Animation Industry Seminar		1
ANGD 2330 History of Animation		3
PHIL 1381 Introduction to Philosophy		3
PSYC 1301 Introduction to Psychology		3
Total hours		17
Junior Year: Spring		
ANGD 3350 Production II		3
ANGD 4100 Animation Industry Seminar		1
ANGD 4140 Senior Thesis Workshop		1
HIST 1311 World History I		3
BIOL/PHYS 1401		4
RELS 2345 World Religions or RELS 1340, 2320, 2350, 1355, 1360, 1375, 3300, 3322		3
Total hours		15
Senior Year: Spring		
ANGD 4450 Senior Thesis Production II		4
ANGD 4305 Senior Portfolio		3
ANGD 4100 Animation Industry Seminar		1
ANGD 4341 Business of Animation and Game Design		3
CHIN 1312 Chinese II or Other LANG II		3
PEHP		1
Total hours		15

Core Curriculum - Total Hours 43
Major - Total Hours 77
Degree - Total Hours 120