3D GRAPHICS & ANIMATION
Bachelor of Fine Arts (B.F.A.) – Catalog Year 2024-2025

PROGRAM OVERVIEW

CU Denver offers a Bachelor of Fine Arts (BFA) degree in Fine Arts with an emphasis in 3D Graphics and Animation, through our Digital Animation Center (DAC). We train students to be 3D digital content creators, preparing them for the entertainment and feature film industries. Focusing on developing not only skills as creative artists, the DAC program readies the student to work as a creative artist within a collaborative environment. Most professional digital content creators work with up to 500 other artists; the DAC program prepares students for this world, focusing on how to exercise individual artistry while simultaneously fulfilling the broader vision of a final production. At the core of the DAC's teaching philosophy is an intense focus on placing the students, wherever possible, into a production "pipeline model" which helps the students to see themselves and their work as it fits into an overall production. We create an on-campus production studio where students apply for various roles, are organized into teams, and work together over an extended period to develop collaborative art.

ACADEMIC ADVISING

Freshmen with fewer than 30 credits and/or CAM students who are Undeclared are assigned to the Center for Undergraduate Exploration and Advising (CUE&A). All other College of Arts & Media (CAM) students with more than 30 credits who have declared CAM majors are assigned to the CAM Office of Advising and Student Services.

Students can connect with the internal CAM admissions team to learn more about the program, additional admission requirements, spaces, equipment and technology.

Students with a declared CAM major that have more than 30 credits are encouraged to meet with a CAM advisor every semester prior to registration.

Freshmen with fewer than 30 credits and/or CAM students that are Undeclared students are assigned to the Center for Undergraduate Exploration and Advising. These students are required to meet with an advisor every semester prior to registration.

CAM Recruitment and Enrollment
CAMinfo@ucdenver.edu
Visit the CAM Website
Arts Building, Suite 177
303-315-7400 (option 1)

CAM Office of Advising and Student Services
CAMadvising@ucdenver.edu
Visit the CAM Website
Arts Building, Suite 177
303-315-7400 (option 1)

Center for Undergraduate Exploration and Advising (CUE&A)
CUEA@ucdenver.edu
Visit the CUEA Website
Student Commons 1113
303-315-1940

GENERAL GRADUATION REQUIREMENTS & POLICIES

All CU Denver CAM students are required to complete the following minimum general graduation requirements:
1. Complete a minimum of 120 semester hours.
2. Achieve a minimum 2.0 CU cumulative grade point average (GPA).
3. Complete a minimum of 45 upper division (3000/4000 level) credits.
4. Complete all college and major requirements.
5. Residency: complete a minimum of 30 CU Denver hours in good standing at CU Denver.

PROGRAM REQUIREMENTS & POLICIES

The DAC program takes four years (eight semesters) to complete. This length of time is necessary for students to understand the business model, complex tools, history, and contemporary context of making effective art. Students should take two introductory courses (typically starting the first fall semester and finishing in the first spring semester) at CU Denver to build portfolios. Students submit their portfolios for review after the spring semester. Those students accepted into the DAC *Core Cadre* can continue by taking advanced emphasis courses the following fall semester. The program is structured with only one path through the course work (meaning everyone takes the same classes in the same order). Emphasis courses take a minimum of eight semesters to complete, assuming students start in fall semester and are accepted into the program the first time they apply. To be eligible to apply for admission, students must complete (or be currently enrolled in) a minimum of 3 courses: FINE 1810 3D Foundations and FINE 1820 Animation Foundations. *In an effort to respond to changing industry trends, this program is currently revising its curriculum for potential growth. As such, the specific course requirements may change. The total number of DAC courses and their related tuition structures will remain unchanged.*

Students are responsible for meeting with a CAM advisor to confirm degree progress. Students completing the Fine Arts BFA Degree with an emphasis in 3D Graphics and Animation are required to complete the following minimum program requirements:
1. Complete 34 semester hours of **CU Denver Core Curriculum coursework**.
2. Complete a minimum of 81 semester hours of **major-area coursework** with a grade of C (2.0) or better in each course.
3. Complete a 3-credit College of Arts & Media graduation requirement.
4. After completing the initial 3D Animation courses, students must apply to the Digital Animation Center's Core Cadre in order to gain access to the advanced courses. More information on these application processes can be obtained by contacting CAMadvising@ucdenver.edu.

Courses	Credits	Notes
* Course prerequisites change regularly. Students are responsible for consulting advisors and the class schedule in the student portal for prerequisite information. *		
Required CU Denver Core Curriculum Coursework	34	CU Denver Core Curriculum

Required College of Arts & Media graduation requirement Non-Major Arts (Theatre, Film, or Music)	3	
General Electives (if needed)	8	
Pre-Portfolio Courses	**6**	
FINE 1810 3D Foundations	3	
FINE 1820 Animation Foundations	3	
Post-Portfolio Digital Animation Center Courses	**36**	
FINE 2822 Digital Cinematography	3	
DACD 2810 Modeling I *(Fall only)*	3	*Prerequisites: FINE 1820 and admission into Animation program.*
DACD 2820 Surfacing and Lighting I *(Fall only)*	3	*Prerequisites: FINE 1820 and admission into Animation program.*
FINE 3841 Creating Visual Story *(Fall only)*	3	*Prerequisites: FINE 1820 and admission into Animation program.*
DACD 2830 Surface and Lighting II **or** DACD 2850 Modeling II *(Spring only)*	3	*Prerequisites: DACD 2810 + 2820 + FINE 3841.*
DACD 3820 Intro to Animation and Rigging *(Spring only)*	3	*Prerequisites: DACD 2810 + 2820 + FINE 3841.*
DACD 3830 Adv Character Creation *(Fall only)*	3	*Prerequisites: DACD 2830 or 2850 + 3820.*
FINE 3850 Dynamic Simulation **or** 3845 Pre-Pro: Story *(Fall only)*	3	*Prerequisites: DACD 2830 or 2850 + 3820.*
DACD 3810 Production Practices (Fall only)	3	*Prerequisites: DACD 2830 or 2850 + 3820.*
DACD 3846 Production I *(Spring only)*	3	*Prerequisites: DACD 3830 + 3810 + FINE 3850 or 3845.*
DACD 4810 Production II *(Fall only)*	3	*Prerequisite: DACD 3846.*
DACD 4820 Production III (pass/fail) *(Spring only)*	3	*Prerequisite: DACD 4810.*
Additional Required Visual Arts Coursework	**30**	
FINE 1100 Drawing I	3	
FINE 1500 3-Dimensional Design **or** FINE 3532 Maquette Design	3	
FINE 1002 International Perspectives through Animation	3	
FINE 2155 Intro to Digital Photography **or** FINE 1150 Darkroom Photography	3	
FINE 2600 Art History Survey I	3	
FINE 2610 Art History Survey II	3	
FINE 4990 Contemporary Art History **or** FINE _____ Upper Division Art History Elective	3	*Prerequisites: FINE 2600 + 2610.*
FINE ____ Visual Arts Elective	3	
FINE ____ Visual Arts Elective	3	
FINE ____ Visual Arts Elective	3	
FINE ____ Visual Arts Elective	3	
TOTAL PROGRAM HOURS	**120**	

SAMPLE ACADEMIC PLAN OF STUDY

The following academic plan is a *sample* pathway to completing degree requirements for this major. The plan below is intended for first-time, First-Year students. This sample schedule can be adjusted to accommodate AP, IB, and/or CLEP credits, as well as courses taken during the summer sessions. In addition, students should tailor this plan based on transfer credit, course availability, and individual preferences related to course load, schedules, or add-on programs such as minors or double-majors. **Students deviating from this plan must fulfill course prerequisites and should meet with an advisor to confirm course sequencing and degree requirements.** *In an effort to respond to changing industry trends, this program is currently revising its curriculum for potential growth. As such, the specific course requirements may change. The total number of DAC courses and their related tuition structures will remain unchanged.*

	Semester 1	CRS
Year One	FINE 1810 PREDAC: 3D Foundations	3
	FINE 1100 Drawing I	3
	FINE 2600 Art History Survey I (fulfills major req't and CORE Humanities)	3
	First-Year Seminar (fulfills a CU Denver CORE req't)	3
	CU Denver CORE Math requirement	3
	TOTAL SEMESTER HOURS	**15**

Semester 2	CRS
FINE 1820 Animation Foundations	3
FINE 1500 3-Dimensional Design	3
FINE 2610 Art History Survey II	3
ENGL 1020 Core Composition I	3
CU Denver CORE requirement	3
APPLY TO 3D EMPH (DAC) VIA PORTFOLIO REVIEW	
TOTAL SEMESTER HOURS	**15**

	Semester 3	CRS
Year Two	DACD 2810 Modeling I *(Fall only)*	3
	DACD 2820 Surfacing and Lighting I *(Fall only)*	3
	FINE 3841 Creating Visual Story	3

Semester 4	CRS
DACD 2830 Surfacing and Lighting II **or** DACD 2850 Modeling II *(Spring only)*	3
DACD 3820 Intro to Animation and Rigging *(Spring only)*	3
FINE 2155 Intro to Digital Photography **or** FINE 1150 Intro to Darkroom Photography	3

ENGL 2030 Core Composition II		3
CU Denver CORE requirement		3
	TOTAL SEMESTER HOURS	15

FINE 2822 Digital Cinematography	3
CU Denver CORE requirement	3
TOTAL SEMESTER HOURS	15

Year Three

Semester 5	CRS
DACD 3830 Advanced Character Creation *(Fall only)*	3
DACD 3845 Pre-Production: Story **or** DACD 3850 Dynamic Simulation	3
DACD 3810 Production Practices *(Fall only)*	3
FINE 1002 Int'l Perspectives through Animation (fulfills major req't and CORE International Perspectives)	3
CU Denver CORE requirement *(suggest Lab Science)*	4
TOTAL SEMESTER HOURS	16

Semester 6	CRS
DACD 3846 Production I *(Spring only)*	3
FINE 4990 Contemporary Art History **or** Upper Division Art History Elective	3
FINE _____ Visual Arts Elective [1]	3
Non-Major Arts (Film/TV &/or Music)	3
CU Denver CORE requirement	3
TOTAL SEMESTER HOURS	15

Year Four

Semester 7	CRS
DACD 4810 Production II *(Fall only)*	3
FINE _____ Visual Arts Elective [1]	3
FINE _____ Visual Arts Elective [1]	3
General Elective (student's choice) [1]	3
General Elective (student's choice) [1]	3
TOTAL SEMESTER HOURS	15

Semester 8	CRS
DACD 4820 Production III (pass/fail) *(Spring only)*	3
FINE _____ Visual Arts Elective [1]	3
General Elective (student's choice) [1]	3
General Elective (student's choice) [1]	3
General Elective (student's choice) [1]	2
TOTAL SEMESTER HOURS	14

[1] -Students should consider that 45 credits of upper division (3000/4000 level) course work is required when selecting "student's choice" electives, Visual Arts Electives, non-major Arts, and/or the International Perspectives CORE requirement.