## BAA in Media Arts - Concentration in Animation

## ProgramRequirements

The Bachelor of Applied Arts in media arts - concentration in animation consists of 120 credit hours. In addition to the university scholastic, residence and general education (http://catalog.wichita.edu/ undergraduate/academic-information/general-education-program/) requirements, students must take the following required courses (some required courses may also fulfill general education requirements): 21 credit hours in common core courses and 54 credit hours in a discipline specific track. BAA majors are required to earn a minimum grade of $C$ in each course designated as a $C$-required course. All students must pass a mid-program review upon successful completion of 59 credit hours of coursework.

| Course | Title | Hours |
| :---: | :---: | :---: |
| General Education |  |  |
| Select courses to meet General Education | requirements ${ }^{1,2}$ | 34-35 |
| Media Arts Core Courses |  |  |
| MART 101 | Introduction to Media Arts | 3 |
| MART 102 | Introduction to Media Aesthetics and Analysis | 3 |
| COMM 206 | Introduction to Multimedia | 3 |
| MART 311 | Introduction to Sound for Digital Media | 3 |
| MART 391 | Professional Practices in Media Arts - Portfolio | 1 |
| MART 392 | Professional Practices in Media Arts - Business Development | 1 |
| MART 393 | Professional Practices in Media Arts - Legal Issues | 1 |
| MART 299 | Media Arts Practicum I | 1 |
| MART 399A | Media Arts Practicum II Animation | 2 |
| MART 499A | Media Arts Practicum III Animation | 3 |
| Animation Concentration Requirements |  |  |
| ARTF 136 | Foundation 2-D Design | 3 |
| ARTF 145 | Foundation Drawing | 3 |
| ARTS 240 or MART 270 | Introduction to Life Drawing <br> Figure Drawing for Animators | 3 |
| MART 220 | Computer Modeling | 3 |
| ARTH 125_ | Select one ARTH 125 <br> lettered course - art history, bodies or play | 3 |
| Select one 100 level art history elective |  |  |
| MART 222 | Digital Animation I | 3 |
| MART 322 | Digital Animation II | 3 |
| MART 353 | Video Storytelling | 3 |
| Select one of the following |  | 3 |
| MART 354 | Clay Modeling |  |
| MART 355 | Digital Sculpting |  |
| MART 422 | Digital Animation III | 3 |
| Select one 300 level art history elective |  |  |
| THEA 390 | Acting for the Camera | 3 |
| MART 352 | Story Boarding | 3 |
| THEA 516 | Scriptwriting I | 3 |
| MART 357 | Rigging | 3 |
| ARTG 490 | Graphic Design Applications | 3 |
| MART 424 | Compositing and VFX I | 3 |
| Open Electives |  |  |

Select enough electives to reach 120 credit hours $^{2} \quad 10-11$

Total Credit Hours 120
${ }^{1}$ Required major courses may also count towards General Education requirements. Students will need to select additional electives to reach 120 credit hours required for graduation with assistance from an advisor.
${ }^{2}$ Select general education and elective courses with the assistance of an advisor. These electives could include a minor.

## Applied Leaming

Students in the BAA in media arts - concentration in animation program are required to complete an applied learning or research experience to graduate from this program. The requirement can be met by enrolling in and completing three levels of Media Arts Practicum: I, II and III.

