

**Sample Film and Animation Post-Transfer Check-sheet
(BA in Film and Animation, 2D Animation Concentration)**

COURSES TO BE COMPLETED AT FAIRLEIGH DICKINSON UNIVERSITY			
First Semester		Second Semester	
ANIM 1500 Storyboarding	3	ANIM 1300 Writing for Animation	3
ANIM 1501 Fundamentals of Animation Principles	3	ANIM 1400 Character Design	3
ANIM 1800 Vector Animation with Animate CC	3	SOAC 3001 Career Path to the Arts	3
WRIT 1103 Composition II	3	Lab Science	4
College Math or Information/Technological Literacy	3	Ethical Reasoning	3
	15		16
Third Semester		Fourth Semester	
ANIM 2100 Tradigital Animation	3	ANIM 4600 Thesis II	3
ANIM 4500 Thesis I	3	SOAC 4001 Professional Practice: Animation	3
Cognate Requirement	3	UNIV 2002 Global Issues	3
UNIV 2001 Cross-Cultural Perspectives	3	Social Science or Behavioral Analysis	3
Free Elective	3	Free Elective	3
	15		15
		MINIMUM CREDITS NEEDED TO GRADUATE (BA):	120

**Sample Film and Animation Post-Transfer Check-sheet
(BA in Film and Animation, 3D Animation Concentration)**

COURSES TO BE COMPLETED AT FAIRLEIGH DICKINSON UNIVERSITY			
First Semester		Second Semester	
ANIM 1500 Storyboarding	3	ANIM 2270 ZBrush Digital Sculpting	3
WRIT 1103 Composition II	3	ANIM 3331 Logo and Product Animation	3
College Math or Information/Technological Literacy	3	SOAC 3001 Career Path to the Arts	3
ANIM Elective	3	Lab Science	4
Free Elective	3	Ethical Reasoning	3
	15		16
Third Semester		Fourth Semester	
ANIM 3330 3D Environment Modeling	3	ANIM 4600 Thesis II	3
ANIM 3341 Character Animation Using CAT	3	SOAC 4001 Professional Practice: Animation	3
ANIM 4500 Thesis I	3	UNIV 2002 Global Issues	3
UNIV 2001 Cross-Cultural Perspectives	3	Social Science or Behavioral Analysis	3
Free Elective	3	Free Elective	3
	15		15
		MINIMUM CREDITS NEEDED TO GRADUATE (BA):	120

**Sample Film and Animation Post-Transfer Check-sheet
(BA in Film and Animation, Video Game Animation Concentration)**

COURSES TO BE COMPLETED AT FAIRLEIGH DICKINSON UNIVERSITY			
First Semester		Second Semester	
ANIM 1650 Game Design	3	ANIM 2270 ZBrush Digital Sculpting	3
ANIM 2240 Low Poly 3D Modeling	3	SOAC 3001 Career Path to the Arts	3
WRIT 1103 Composition II	3	Lab Science	4
College Math or Information/Technological Literacy	3	Ethical Reasoning	3
Free Elective	3	Free Elective	3
	15		16
Third Semester		Fourth Semester	
ANIM 3330 3D Environment Modeling	3	ANIM 4600 Thesis II	3
ANIM 3341 Character Animation Using CAT	3	SOAC 4001 Professional Practice: Animation	3
ANIM 3450 3D Game Creation using Unity	3	UNIV 2002 Global Issues	3
ANIM 4500 Thesis I	3	Social Science or Behavioral Analysis	3
UNIV 2001 Cross-Cultural Perspectives	3	Free Elective	3
	15		15
		MINIMUM CREDITS NEEDED TO GRADUATE (BA):	120