

ANIMATION, B.A.

Objectives

The Department of Animation is committed to the teaching of classical animation traditions that persist and extend into modern screen media. An emphasis on storytelling and collaboration provides a framework for students to experience the practice of studio production workflows, including preparations for a lifetime of ever-changing technology.

In four years at LMU, Animation begins with foundational courses in drawing, storyboarding and filmmaking that lead to the production of group animated films in sophomore year, as well as introductions to 3D and interactive animation. The third year marks a shift to upper division elective courses. Then in the senior year, students complete an animated thesis.

The major is interdisciplinary in its reach across both creative and technical disciplines. Our university liberal arts curriculum and its Ignatian educational principles engage animators with the opportunity to be humanistic storytellers and to integrate meaningful themes within their animated work. Each thesis is a capstone of artistic craft that compels a visual story.

Animation Student Learning Outcomes

Students will:

- Be ethical and humanistic animation storytellers grounded in traditional skills and innovation.
- Produce, through the unification of technology and artistic expression, creative projects embedded with social and aesthetical relevance.
- Validate and integrate collaborative filmmaking as the foundation of animation workflow process, defined by discipline, self-analysis, and critical thinking.

Major Requirements

Code	Title	Semester Hours
	Lower Division Requirements	34
	Upper Division Requirements	24
	Overall Total	120

Emphasis in the Major

Sophomore reviews by faculty provide a critique of students' overall performance in their first two years. It is also the occasion for each sophomore to consider an emphasis in Interactive, Gaming, and Immersive Media, which is optional. In such a case, the emphasis will be fulfilled by applying for admission to a minor in Interactive Gaming, and Immersive Media and meeting the curricular requirements of that program, which include at least three courses outside of the Animation major. (See details of IGIM minor below.)

Animation Model Four-Year Plan

- Normal course load is at least 15 semester hours per semester.
- University core should be selected based on distribution of various disciplines as well as interests and availability.
- Lower division major requirements should be completed by end of sophomore year.

- 45 semester hours of upper division coursework are required; these are comprised of upper division core requirements, upper division major requirements, and upper division electives taken.
- The Figure Drawing Workshop is a requirement of 3 semester hours generally fulfilled with two semesters of ART 3100 Figure Drawing Workshop or ART 3101 Portrait Workshop.
- Proper sequencing of major requirements is indicated by prerequisites of individual courses and as noted in the outline below. Please consult assigned academic advisor.

Course	Title	Semester Hours
First Year		
Fall		
ANIM 100	History of Animation	3
ANIM 210	Visual Story Development	3
ART 1153	Drawing from Life	3
FFYS 1000 or RHET 1000	First Year Seminar or Rhetorical Arts	3-4
University Core		3-4
Semester Hours		15-17
Spring		
ANIM 101	Discovering Animation	3
ART 2154	Drawing from the Human Figure	3
FTVS 1010 or FTVS 1020	Art of Cinema or Art of Screen Media	4
SCWR 120	Storytelling for the Screen	3
FFYS 1000 or RHET 1000	First Year Seminar or Rhetorical Arts	3-4
Semester Hours		16-17
Sophomore Year		
Fall		
ANIM 250	Introduction to Interactive Animation	3
ANIM 260	Digital Toolbox	3
ART 3100	Figure Drawing Workshop	2
University Core		3-4
University Core		3-4
Semester Hours		14-16
Spring		
ANIM 220	Intermediate Animation Workshop	3
ANIM 230	Introduction to 3D Computer Animation	3
ART 3100	Figure Drawing Workshop	2
University Core		3-4
University Core		3-4
Semester Hours		14-16
Junior Year		
Fall		
ANIM Upper Division Elective		3
University Core		3-4
University Core		3-4
Electives		
Electives		
Semester Hours		9-11
Spring		
ANIM Upper Division Elective		3
University Core		3-4
University Core		3-4
Elective		3-4
Elective		3-4
Semester Hours		15-19

2 Animation, B.A.

Senior Year

Fall

ANIM 495	Thesis Project/Pre-Production	3
ANIM Upper Division Elective		3
University Core		3-4
Elective		3-4
Semester Hours		12-14

Spring

ANIM 490	Animation Practicum	3
ANIM 496	Senior Thesis Project/Production	3
ANIM Upper Division Elective		3
University Core		
Elective		3-4
Semester Hours		12-13

Minimum Semester Hours 107-123