2025-2026 Animation Major 1

ANIMATION MAJOR

Department: Interactive Media (https://catalog.bradley.edu/undergraduate/communications-fine-arts/interactive-media/)

Major Requirements

Code	Title	Hours		
Required Courses	s			
ART 101	Drawing I	3.0		
I M 140	Storytelling for Animation	3.0		
I M 141	Principles of Animation	3.0		
I M 150	Fundamentals of Interactive Design	3.0		
I M 162	Intro to Scripting for Animators	3.0		
I M 226	Interactive Media Practicum I	0.0-1.0		
I M 240	Two-Dimensional Animation I	3.0		
I M 243	History of Animation	3.0		
I M 340	Three-Dimensional Animation I	3.0		
I M 341	Three-Dimensional Animation II	3.0		
or I M 345	Two-Dimensional Animation II			
I M 342	Three-Dimensional Animation III	3.0		
or I M 346	Two-Dimensional Animation III			
I M 349	Pre-Production for Animation	3.0		
I M 426	Interactive Media Practicum II	0.0-1.0		
I M 440	Animation Capstone I	3.0		
I M 441	Animation Capstone II	6.0		
Technical Elective Requirement (choose one): 3.0				
I M 238	Anatomy for Digital Artists			
I M 330	Game Art for Non-Majors			
I M 347	Experimental Animation			
I M 348	Hand Drawn Animation			
History and Theory Requirement (choose two): 6.0				
CFA 250	Film History			
CFA 320	Film Theory and Criticism			
CIS 300	Computers and Society			
COM 101	Survey of Communication			
COM 300	Communication Theory			
COM 386	Media, Race, & Gender			
COM 393	Small Group Communication			
HIS 352	Introduction to Digital Humanities			
I M 191	Comics Appreciation			
I M 344	Environmental Storytelling			
I M 355	Interactive Media Theories, Concepts, and Practices			
I M 380	Critical Game Studies			
I M 450	Critical Issues in Interactive Media			
Total Hours		51-53		

Students must earn a grade of C or better in each required course for graduation as an Animation Major. Students must also have a 2.50 GPA (cumulative) in all required courses.

Course	Title	Hours
Semester 1		
I M 140	Storytelling for Animation	3.0

I M 226	Interactive Media Practicum I	0.0-1.0
I M 243	History of Animation	3.0
ART 101	Drawing I	3.0
Bradley Core Curriculum 1		3.0
EHS 120	The University Experience	1.0
CFA 100	Intellectual and Cultural Events	1.0
0	Hours	14-15
Semester 2	Storytelling for Animation	3.0
IM 150	Fundamentals of Interactive Design	3.0
IM 226	Interactive Media Practicum I	0.0-1.0
Bradley Core Curriculum 2		3.0
Elective		3.0
	Hours	12-13
Semester 3		
I M 162	Intro to Scripting for Animators	3.0
I M 226	Interactive Media Practicum I	0.0-1.0
I M 240	Two-Dimensional Animation I	3.0
Bradley Core Curriculum 3	3	3.0
Bradley Core Curriculum 4	ı	3.0
Elective/Minor		3.0
	Hours	15-16
Semester 4	Interactive Media Practicum I	0.01.0
I M 226 I M 340	Three-Dimensional Animation I	0.0-1.0
Technical Elective	Three-Dimensional Animation (3.0
Bradley Core Curriculum 5		3.0
Bradley Core Curriculum 6		3.0
Elective/Minor		3.0
	Hours	15-16
Semester 5	Hours	15-16
I M 341	Three-Dimensional Animation II	15-16 3.0
I M 341 or I M 345	Three-Dimensional Animation II or Two-Dimensional Animation II	3.0
I M 341 or I M 345 I M 426	Three-Dimensional Animation II or Two-Dimensional Animation II Interactive Media Practicum II	3.0
I M 341 or I M 345 I M 426 Theory and History Requir	Three-Dimensional Animation II or Two-Dimensional Animation II Interactive Media Practicum II rement	3.0 0.0-1.0 3.0
I M 341 or I M 345 I M 426 Theory and History Requii Bradley Core Curriculum 7	Three-Dimensional Animation II or Two-Dimensional Animation II Interactive Media Practicum II rement	3.0 0.0-1.0 3.0 3.0
I M 341 or I M 345 I M 426 Theory and History Requii Bradley Core Curriculum 7 Elective/Minor	Three-Dimensional Animation II or Two-Dimensional Animation II Interactive Media Practicum II rement	3.0 0.0-1.0 3.0 3.0 3.0
I M 341 or I M 345 I M 426 Theory and History Requii Bradley Core Curriculum 7	Three-Dimensional Animation II or Two-Dimensional Animation II Interactive Media Practicum II rement	3.0 0.0-1.0 3.0 3.0
I M 341 or I M 345 I M 426 Theory and History Requii Bradley Core Curriculum 7 Elective/Minor	Three-Dimensional Animation II or Two-Dimensional Animation II Interactive Media Practicum II rement	3.0 0.0-1.0 3.0 3.0 3.0 3.0
I M 341 or I M 345 I M 426 Theory and History Requi Bradley Core Curriculum 7 Elective/Minor	Three-Dimensional Animation II or Two-Dimensional Animation II Interactive Media Practicum II rement	3.0 0.0-1.0 3.0 3.0 3.0 3.0
I M 341 or I M 345 I M 426 Theory and History Requi Bradley Core Curriculum 7 Elective/Minor Elective/Minor	Three-Dimensional Animation II or Two-Dimensional Animation II Interactive Media Practicum II rement , Hours	3.0 0.0-1.0 3.0 3.0 3.0 3.0 15-16
I M 341 or I M 345 I M 426 Theory and History Requir Bradley Core Curriculum 7 Elective/Minor Elective/Minor	Three-Dimensional Animation II or Two-Dimensional Animation II Interactive Media Practicum II rement Hours Three-Dimensional Animation III	3.0 0.0-1.0 3.0 3.0 3.0 3.0 15-16
I M 341 or I M 345 I M 426 Theory and History Requit Bradley Core Curriculum 7 Elective/Minor Elective/Minor Semester 6 I M 342 or I M 346 I M 349 I M 426	Three-Dimensional Animation II or Two-Dimensional Animation II Interactive Media Practicum II rement Hours Three-Dimensional Animation III or Two-Dimensional Animation III Pre-Production for Animation Interactive Media Practicum II	3.0 0.0-1.0 3.0 3.0 3.0 3.0 15-16 3.0 0.0-1.0
I M 341 or I M 345 I M 426 Theory and History Requit Bradley Core Curriculum 7 Elective/Minor Elective/Minor Semester 6 I M 342 or I M 346 I M 349 I M 426 Theory and History Requit	Three-Dimensional Animation II or Two-Dimensional Animation II Interactive Media Practicum II rement Hours Three-Dimensional Animation III or Two-Dimensional Animation III Pre-Production for Animation Interactive Media Practicum II rement	3.0 0.0-1.0 3.0 3.0 3.0 3.0 15-16 3.0 0.0-1.0 3.0
I M 341 or I M 345 I M 426 Theory and History Requit Bradley Core Curriculum 7 Elective/Minor Elective/Minor Semester 6 I M 342 or I M 346 I M 349 I M 426 Theory and History Requit Bradley Core Curriculum 8	Three-Dimensional Animation II or Two-Dimensional Animation II Interactive Media Practicum II rement Hours Three-Dimensional Animation III or Two-Dimensional Animation III Pre-Production for Animation Interactive Media Practicum II rement	3.0 0.0-1.0 3.0 3.0 3.0 15-16 3.0 0.0-1.0 3.0 3.0
I M 341 or I M 345 I M 426 Theory and History Requit Bradley Core Curriculum 7 Elective/Minor Elective/Minor Semester 6 I M 342 or I M 346 I M 349 I M 426 Theory and History Requit	Three-Dimensional Animation II or Two-Dimensional Animation II Interactive Media Practicum II rement Hours Three-Dimensional Animation III or Two-Dimensional Animation III Pre-Production for Animation Interactive Media Practicum II rement	3.0 0.0-1.0 3.0 3.0 3.0 3.0 15-16 3.0 0.0-1.0 3.0 3.0 3.0
I M 341 or I M 345 I M 426 Theory and History Requir Bradley Core Curriculum 7 Elective/Minor Elective/Minor Semester 6 I M 342 or I M 346 I M 349 I M 426 Theory and History Requir Bradley Core Curriculum 8 Elective	Three-Dimensional Animation II or Two-Dimensional Animation II Interactive Media Practicum II rement Hours Three-Dimensional Animation III or Two-Dimensional Animation III Pre-Production for Animation Interactive Media Practicum II rement	3.0 0.0-1.0 3.0 3.0 3.0 15-16 3.0 0.0-1.0 3.0 3.0
I M 341 or I M 345 I M 426 Theory and History Require Bradley Core Curriculum 7 Elective/Minor Elective/Minor Semester 6 I M 342 or I M 346 I M 349 I M 426 Theory and History Require Bradley Core Curriculum 8 Elective Semester 7	Three-Dimensional Animation II or Two-Dimensional Animation II Interactive Media Practicum II rement Hours Three-Dimensional Animation III or Two-Dimensional Animation III Pre-Production for Animation Interactive Media Practicum II rement Hours	3.0 0.0-1.0 3.0 3.0 3.0 15-16 3.0 0.0-1.0 3.0 3.0 3.0 15-16
I M 341 or I M 345 I M 426 Theory and History Require Bradley Core Curriculum 7 Elective/Minor Elective/Minor Semester 6 I M 342 or I M 346 I M 349 I M 426 Theory and History Require Bradley Core Curriculum 8 Elective Semester 7 I M 426	Three-Dimensional Animation II or Two-Dimensional Animation II Interactive Media Practicum II rement Hours Three-Dimensional Animation III or Two-Dimensional Animation III Pre-Production for Animation Interactive Media Practicum II rement Hours Interactive Media Practicum II	3.0 0.0-1.0 3.0 3.0 3.0 15-16 3.0 0.0-1.0 3.0 3.0 3.0 3.0
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I M 341 or I M 345 I M 426 Theory and History Require Bradley Core Curriculum 7 Elective/Minor Elective/Minor Semester 6 I M 342 or I M 346 I M 349 I M 426 Theory and History Require Bradley Core Curriculum 8 Elective Semester 7 I M 426	Three-Dimensional Animation II or Two-Dimensional Animation II Interactive Media Practicum II rement Hours Three-Dimensional Animation III or Two-Dimensional Animation III Pre-Production for Animation Interactive Media Practicum II rement Hours Interactive Media Practicum II rement Animation Capstone I rement	3.0 0.0-1.0 3.0 3.0 3.0 3.0 15-16 3.0 3.0 3.0 15-16 0.0-1.0 3.0
I M 341 or I M 345 I M 426 Theory and History Require Bradley Core Curriculum 7 Elective/Minor Elective/Minor Semester 6 I M 342 or I M 346 I M 349 I M 426 Theory and History Require Bradley Core Curriculum 8 Elective Semester 7 I M 426 I M 440 Theory and History Require	Three-Dimensional Animation II or Two-Dimensional Animation II Interactive Media Practicum II rement Hours Three-Dimensional Animation III or Two-Dimensional Animation III Pre-Production for Animation Interactive Media Practicum II rement Hours Interactive Media Practicum II rement Animation Capstone I rement	3.0 0.0-1.0 3.0 3.0 3.0 15-16 3.0 0.0-1.0 3.0 15-16 0.0-1.0 3.0 3.0
I M 341 or I M 345 I M 426 Theory and History Require Bradley Core Curriculum 7 Elective/Minor Elective/Minor Semester 6 I M 342 or I M 346 I M 349 I M 426 Theory and History Require Bradley Core Curriculum 8 Elective Semester 7 I M 426 I M 440 Theory and History Require Bradley Core Curriculum 9	Three-Dimensional Animation II or Two-Dimensional Animation II Interactive Media Practicum II rement Hours Three-Dimensional Animation III or Two-Dimensional Animation III Pre-Production for Animation Interactive Media Practicum II rement Hours Interactive Media Practicum II rement Animation Capstone I rement	3.0 0.0-1.0 3.0 3.0 3.0 15-16 3.0 0.0-1.0 3.0 15-16 0.0-1.0 3.0 3.0 3.0 3.0 3.0
I M 341 or I M 345 I M 426 Theory and History Require Bradley Core Curriculum 7 Elective/Minor Elective/Minor Semester 6 I M 342 or I M 346 I M 349 I M 426 Theory and History Require Bradley Core Curriculum 8 Elective Semester 7 I M 426 I M 440 Theory and History Require Bradley Core Curriculum 9 Elective	Three-Dimensional Animation II or Two-Dimensional Animation II Interactive Media Practicum II rement Hours Three-Dimensional Animation III or Two-Dimensional Animation III Pre-Production for Animation Interactive Media Practicum II rement Hours Interactive Media Practicum II rement Animation Capstone I rement	3.0 0.0-1.0 3.0 3.0 3.0 15-16 3.0 0.0-1.0 3.0 15-16 0.0-1.0 3.0 3.0 3.0 3.0 3.0 3.0 3.0
I M 341 or I M 345 I M 426 Theory and History Require Bradley Core Curriculum 7 Elective/Minor Elective/Minor Semester 6 I M 342 or I M 346 I M 349 I M 426 Theory and History Require Bradley Core Curriculum 8 Elective Semester 7 I M 426 I M 440 Theory and History Require Bradley Core Curriculum 9 Elective	Three-Dimensional Animation II or Two-Dimensional Animation II Interactive Media Practicum II rement Hours Three-Dimensional Animation III or Two-Dimensional Animation III Pre-Production for Animation Interactive Media Practicum II rement Hours Interactive Media Practicum II rement Animation Capstone I rement	3.0 0.0-1.0 3.0 3.0 3.0 15-16 3.0 0.0-1.0 3.0 3.0 15-16 0.0-1.0 3.0 3.0 3.0 3.0 3.0 3.0 3.0
I M 341 or I M 345 I M 426 Theory and History Requit Bradley Core Curriculum 7 Elective/Minor Elective/Minor Semester 6 I M 342 or I M 346 I M 349 I M 426 Theory and History Requit Bradley Core Curriculum 8 Elective Semester 7 I M 426 I M 440 Theory and History Requit Bradley Core Curriculum 9 Elective Elective Semester 8 I M 426	Three-Dimensional Animation II or Two-Dimensional Animation II Interactive Media Practicum II rement Hours Three-Dimensional Animation III or Two-Dimensional Animation III Pre-Production for Animation Interactive Media Practicum II rement Hours Interactive Media Practicum II Animation Capstone I rement Hours Interactive Media Practicum II	3.0 0.0-1.0 3.0 3.0 3.0 15-16 3.0 0.0-1.0 3.0 3.0 3.0 3.0 3.0 3.0 3.0
I M 341 or I M 345 I M 426 Theory and History Requit Bradley Core Curriculum 7 Elective/Minor Elective/Minor Semester 6 I M 342 or I M 346 I M 349 I M 426 Theory and History Requit Bradley Core Curriculum 8 Elective Semester 7 I M 426 I M 440 Theory and History Requit Bradley Core Curriculum 9 Elective Elective Semester 8	Three-Dimensional Animation II or Two-Dimensional Animation II Interactive Media Practicum II rement Hours Three-Dimensional Animation III or Two-Dimensional Animation III Pre-Production for Animation Interactive Media Practicum II rement Hours Interactive Media Practicum II Animation Capstone I Interactive Media Practicum II Animation Capstone II Animation Capstone II	3.0 0.0-1.0 3.0 3.0 3.0 15-16 3.0 0.0-1.0 3.0 3.0 15-16 0.0-1.0 3.0 3.0 3.0 15-16

2025-2026 Animation Major 2

Elective		3.0
	Hours	12-13
	Total Hours	113-121