

ANIMATION MAJOR

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

Major Requirements

Code	Title	Hours
Required Courses		
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
Hours		14-15
Semester 2		
I M 140	Storytelling for Animation	3.0
I M 150	Fundamentals of Interactive Design	3.0
I M 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		3.0
Bradley Core Curriculum 4		3.0
Elective/Minor		3.0
Hours		15-16
Semester 4		
I M 226	Interactive Media Practicum I	0.0-1.0
I M 340	Three-Dimensional Animation I	3.0
Technical Elective		3.0
Bradley Core Curriculum 5		3.0
Bradley Core Curriculum 6		3.0
Elective/Minor		3.0
Hours		15-16
Semester 5		
I M 341	Three-Dimensional Animation II	3.0
or I M 345	Two-Dimensional Animation II	
I M 426	Interactive Media Practicum II	0.0-1.0
Theory and History Requirement		3.0
Bradley Core Curriculum 7		3.0
Elective/Minor		3.0
Elective/Minor		3.0
Hours		15-16
Semester 6		
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
Theory and History Requirement		3.0
Bradley Core Curriculum 8		3.0
Elective		3.0
Hours		15-16
Semester 7		
I M 426	Interactive Media Practicum II	0.0-1.0
I M 440	Animation Capstone I	3.0
Theory and History Requirement		3.0
Bradley Core Curriculum 9		3.0
Elective		3.0
Elective		3.0
Hours		15-16
Semester 8		
I M 426	Interactive Media Practicum II	0.0-1.0
I M 441	Animation Capstone II	6.0
Bradley Core Curriculum 10		3.0

Elective	3.0
Hours	12-13
Total Hours	113-121