ANIMATION AND VISUAL EFFECTS (3D & VFX PRODUCTION STUDIO) - BACHELOR OF CREATIVE MEDIA

The Creative Media Institute's Bachelor of Creative Media with an emphasis in Animation & Visual Effects currently offers 2 different paths, determined by the kind of senior project students wish to produce.

Students must complete all university requirements and the Animation and Visual Effects curriculum outlined below. All Animation and Visual Effects Curriculum requirements must be completed with a grade of C- or higher.

Students must complete all University degree requirements, which include: General Education requirements, Viewing a Wider World requirements, and elective credits to total at least 120 credits with 48 credits in courses numbered 300 or above. Developmental coursework will not count towards the degree requirements and/or elective credits, but may be needed in order to take the necessary English and Mathematics coursework.

Prefix	Title	Credits
General Education		
Area I: Communications		*10*
English Composition - Level 1 [1]		
English Composition - Level 2 [1]		
Oral Communication [1]		
Area II: Mathematics [1,2]		*3-4*
Area III/IV: Laboratory Sciences and Social/Behavioral Sciences		*10-11*
Area III: Laboratory Sciences Course (4 credits) [1]		
Area IV: Social/Behavioral Sciences Course (3 credits) [1]		
Either an Area III/IV: Laboratory Sciences Course or Social/Behavioral Science Course (4 credits or 3 credits) [1]		
Area V: Humanities [1]		*3*
Area VI: Creative and Fine Arts [1]		
THEA 1210G	Acting for Non-Majors	3
General Education Elective [1]		*3-4*
Viewing a Wider World [3]		**6**
Departmental/College Requirements		
ANVE Core Courses		
FDMA 1510	Foundations of 3D Animation	3
FDMA 2311	History of Animation [4]	3
FDMA 2381	Storyboarding	3
or ENGL 2381	Storyboarding	
FDMA 2382	Principles of Story Across the Media [4]	3
or ENGL 2382	Narrative: Principles of Story Across the Media	
FDMA 2530	Introduction to 3D Modeling	3
FDMA 2535	Digital Illustration Techniques	3
FDMA 2710	Beginning 2D Animation	3
FDMA 308	Writing for Animation	3
or FDMA 309	Screenwriting I	
3D & VFX Production Studio Pathway Courses		
FDMA 2720	3D Animation	3
FDMA 2725	Rigging for 3D Animation	3
FDMA 2745	Light, Shade, Render	3
FDMA 332	3D Character Animation	3
FDMA 341	Visual Effects I	3
FDMA 360	Previsualization	3
FDMA 365	Character Design and Development	3
FDMA 401	Motion Capture Techniques	3
FDMA 433	Sets and Environments	3
FDMA 491	3D Production Studio I	6
FDMA 493	3D Production Studio II	6
Second Language Requirement: (not required)		**0**
Electives, to bring the total credits to 120 [5]		**16-19**
Total Credits		**120**

[1] See the General Education (https://catalogs.nmsu.edu/nmsu/general-education-viewing-wider-world/) section of the catalog for a full list of courses.

[2] A Mathematics General Education course is required but students may need to take any prerequisites needed to enter the course selected first.

[3] See the Viewing a Wider World (https://catalogs.nmsu.edu/nmsu/general-education-viewing-wider-world/#viewingawiderworldtext) section of the catalog for a full list of courses.

[4] Required Pre-Application class for ANVE

[5] Elective credit may vary based on General Education course selection, prerequisites, dual credit, AP credit, double majors, and/or minor coursework. The amount indicated in the requirements list is the amount needed to bring the total to 120 credits and may appear in variable form based on the degree. However students may end up needing to complete more or less on a case-by-case basis and students should discuss elective requirements with their advisor.

Second Language Requirement

For the Bachelor of Creative Media with a major in Animation and Visual Effects, there is no second language requirement for the degree.