

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

## A Suggested Plan of Study

This roadmap assumes student placement in MATH 1130G Survey of Mathematics and ENGL 1110G Composition I. The contents and order of this roadmap may vary depending on initial student placement in mathematics and english. It is only a suggested plan of study for students and is not intended as a contract. Course availability may vary from fall to spring semester and may be subject to modification or change.

Freshman	Credits
English Composition - Level 1 Course <sup>1,2</sup>	4
ENGL 1110G Composition I (recommended)	
Area II: Mathematics <sup>1,2</sup>	3-4
MATH 1130G Survey of Mathematics (recommended)	
FDMA 2311 History of Animation (C- or better) <sup>3</sup>	3
FDMA 2382 Principles of Story Across the Media (B- or better) <sup>3</sup>	3
or ENGL 2382 or Narrative: Principles of Story Across the Media	
Area III: Laboratory Sciences Course <sup>2</sup>	4
Area V: Humanities Course <sup>2</sup>	3
THEA 1210G Acting for Non-Majors	3
FDMA 2381 Storyboarding	3
or ENGL 2381 or Storyboarding	
FDMA 2530 Introduction to 3D Modeling	3
Elective Course <sup>4</sup>	1
<b>Credits</b>	<b>30-31</b>

Sophomore	Credits
General Education Elective Course <sup>2</sup>	3-4
English Composition - Level 2 Course <sup>2</sup>	3
Choose one from the following:	
ENGL 2210G Professional and Technical Communication	
ENGL 2221G Writing in the Humanities and Social Science	
FDMA 1510 Foundations of 3D Animation	3
FDMA 2535 Digital Illustration Techniques	3
FDMA 2710 Beginning 2D Animation	3
Either an Area III/IV: Laboratory Science Course or Social/Behavioral Science Course <sup>2</sup>	3-4
Oral Communications Course	3
Choose one from the following:	
ACOM 1130G Effective Leadership and Communication in Agriculture	
COMM 1115G Introduction to Communication	
COMM 1130G Public Speaking	
HNRS 2175G Introduction to Communication Honors	
FDMA 2745 Light, Shade, Render	3
FDMA 2720 3D Animation	3

FDMA 433	Sets and Environments	3
<b>Credits</b>		<b>30-32</b>
<b>Junior</b>		
Viewing A Wider World Courses <sup>5</sup>		6
FDMA 2725	Rigging for 3D Animation	3
FDMA 332	3D Character Animation	3
FDMA 365 or FDMA 433	Character Design and Development or Sets and Environments	3
FDMA 341	Visual Effects I	3
FDMA 308 or FDMA 309	Writing for Animation or Screenwriting I	3
FDMA 360	Previsualization	3
FDMA 401	Motion Capture Techniques	3
Area IV: Social/Behavioral Sciences Course <sup>2</sup>		3
Viewing a Wider World Courses <sup>5</sup>		3
<b>Credits</b>		<b>33</b>
<b>Senior</b>		
FDMA 491	3D Production Studio I	6
FDMA 493	3D Production Studio II	6
Elective Courses <sup>4</sup>		18
<b>Credits</b>		<b>30</b>
<b>Total Credits</b>		<b>123-126</b>

<sup>1</sup> These courses must be taken with a C- or better  
<sup>2</sup> See the General Education (<https://catalogs.nmsu.edu/nmsu/general-education-viewing-wider-world/>) section of the catalog for a full list of courses.  
<sup>3</sup> Required Pre-Application class for ANVE  
<sup>4</sup> 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.  
<sup>5</sup> 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.