

ANIMATION AND VISUAL EFFECTS - 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.

Pathway: 2D Production Studio

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		
<i>Area I: Communications</i>		10
	<i>English Composition - Level 1</i> ¹	
	<i>English Composition - Level 2</i> ¹	
	<i>Oral Communication</i> ¹	
<i>Area II: Mathematics</i> ^{1,2}		3-4
<i>Area III/IV: Laboratory Sciences and Social/Behavioral Sciences</i>		10-11
<i>Area III: Laboratory Sciences Course (4 credits)</i> ¹		
<i>Area IV: Social/Behavioral Sciences Course (3 credits)</i> ¹		
Either an <i>Area III/IV: Laboratory Sciences Course or Social/Behavioral Science Course (4 credits or 3 credits)</i> ¹		
<i>Area V: Humanities</i> ¹		3
<i>Area VI: Creative and Fine Arts</i> ¹		
THEA 1210G	Acting for Non-Majors	3
<i>General Education Elective</i> ¹		3-4
Viewing a Wider World ³		6
Departmental/College Requirements		
<i>ANVE Core Courses</i>		
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	
<i>2D Production Studio Pathway Courses</i>		
FDMA 1715	2-D Compositing & FX	3
FDMA 2755	Drawing for Animation	3
FDMA 303	Cinema Review and Critique	3

FDMA 348	Acting for Animation	3
FDMA 350	Intermediate 2D Animation	3
FDMA 362	Motion Graphics	3
FDMA 365	Character Design and Development	3
or FDMA 433	Sets and Environments	
FDMA 450	Advanced 2D Animation	3
FDMA 492	2D Production Studio I	6
FDMA 494	2D Production Studio II	6
Second Language Requirement: (not required)		0
Electives, to bring the total credits to 120 ⁵		19-22
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.

Pathway: 3D & VFX Production Studio

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		
<i>Area I: Communications</i>		10
	<i>English Composition - Level 1</i> ¹	
	<i>English Composition - Level 2</i> ¹	
	<i>Oral Communication</i> ¹	
<i>Area II: Mathematics</i> ^{1,2}		3-4
<i>Area III/IV: Laboratory Sciences and Social/Behavioral Sciences</i>		10-11
<i>Area III: Laboratory Sciences Course (4 credits)</i> ¹		
<i>Area IV: Social/Behavioral Sciences Course (3 credits)</i> ¹		
Either an <i>Area III/IV: Laboratory Sciences Course or Social/Behavioral Sciences Course (4 credits or 3 credits)</i> ¹		

<i>Area V: Humanities</i> ¹		3
<i>Area VI: Creative and Fine Arts</i> ¹		
THEA 1210G	Acting for Non-Majors (ANVE Core Course)	3
<i>General Education Elective</i> ¹		3-4
Viewing a Wider World ³		6
Departmental/College Requirements		
<i>ANVE Core Courses</i>		
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	
<i>3D & VFX Production Studio Pathway Courses</i>		
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 433	Sets and Environments	3
FDMA 401	Motion Capture Techniques	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.

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