

ANIMATION AND VISUAL EFFECTS - BACHELOR OF CREATIVE MEDIA

2D Production Studio Pathway

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 ^{1,2}		4
ENGL 1110G	Composition I (recommended)	
Area II: Mathematics ^{1,2}		3-4
MATH 1130G	Survey of Mathematics (recommended)	
FDMA 2311	History of Animation (C- or better) ³	3
FDMA 2382 or ENGL 2382	Principles of Story Across the Media (B- or better) ³ or Narrative: Principles of Story Across the Media	3
Area III: Laboratory Sciences Course ²		4
Area V: Humanities Course ²		3
THEA 1210G	Acting for Non-Majors	3
FDMA 2381 or ENGL 2381	Storyboarding or Storyboarding	3
FDMA 2755	Drawing for Animation	3
Elective Course ⁴		1
Credits		30-31
Sophomore		Credits
General Education Elective Course ²		3-4
English Composition - Level 2 Course ²		3
Choose one from the following:		
ENGL 2210G	Professional and Technical Communication Honors	
ENGL 2221G	Writing in the Humanities and Social Science	
FDMA 2535	Digital Illustration Techniques	3
FDMA 348	Acting for Animation	3
FDMA 2530	Introduction to 3D Modeling	3
Either an Area III/IV: Laboratory Science Course or Social/Behavioral Science Course ²		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 1510	Foundations of 3D Animation	3
FDMA 2710	Beginning 2D Animation	3
Elective Course ⁴		3
Credits		30-32

Junior		Credits
Viewing A Wider World Courses ⁵		6
FDMA 1715	2-D Compositing & FX	3
FDMA 350	Intermediate 2D Animation	3
FDMA 308 or FDMA 309	Writing for Animation or Screenwriting I	3
FDMA 365 or FDMA 433	Character Design and Development or Sets and Environments	3
Area IV: Social/Behavioral Sciences Course ²		3
FDMA 362	Motion Graphics	3
FDMA 450	Advanced 2D Animation	3
Elective Course ⁴		3
Credits		30
Senior		Credits
FDMA 492	2D Production Studio I	6
FDMA 303	Cinema Review and Critique	3
FDMA 494	2D Production Studio II	6
Elective Courses ⁴		15
Credits		30
Total Credits		120-123

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

3D & VFX Production Studio Pathway

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English Composition - Level 1 Course ^{1,2}		4
ENGL 1110G	Composition I (recommended)	
Area II: Mathematics ^{1,2}		3-4
MATH 1130G	Survey of Mathematics (recommended)	
FDMA 2311	History of Animation (C- or better) ³	3
FDMA 2382 or ENGL 2382	Principles of Story Across the Media (B- for either) ³ or Narrative: Principles of Story Across the Media	3
Area III: Laboratory Sciences Course ²		4

2 Animation and Visual Effects - Bachelor of Creative Media

Area V: Humanities Course ²		3
THEA 1210G	Acting for Non-Majors	3
FDMA 2381 or ENGL 2381	Storyboarding or Storyboarding	3
FDMA 2530	Introduction to 3D Modeling	3
Elective Course ⁴		1
Credits		30-31
Sophomore		
English Composition - Level 2 Course ²		3
Choose one from the following:		
ENGL 2210G	Professional and Technical Communication Honors	
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 ²		3-4
General Education Elective Course ²		3-4
Oral Communication 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
Credits		30-32
Junior		
FDMA 2725	Rigging for 3D Animation	3
FDMA 332	3D Character Animation	3
FDMA 365	Character Design and Development	3
FDMA 341	Visual Effects I	3
FDMA 308 or FDMA 309	Writing for Animation or Screenwriting I	3
Viewing A Wider World Courses ⁵		6
Area IV: Social/Behavioral Sciences ²		3
FDMA 360	Previsualization	3
FDMA 401	Motion Capture Techniques	3
Credits		30
Senior		
FDMA 491	3D Production Studio I	6
FDMA 493	3D Production Studio II	6
Elective Courses ⁴		18
Credits		30
Total Credits		120-123

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⁵ 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.

¹ These courses must be taken with a C- of better

² See the General Education (<https://catalogs.nmsu.edu/nmsu/general-education-viewing-wider-world/>) section of the catalog for a full list of courses.

³ Required Pre-Application class for ANVE

⁴ 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