School of Arts, Technology, and Emerging Communication

Arts, Technology, and Emerging Communication with Animation (BA)

Students who complete the major in Arts, Technology, and Emerging Communication receive a thorough grounding in the mutually productive interaction of technology with the arts, with specific emphasis on the interplay of visual art, music, and narrative with the new modes of expression and communication that have emerged from the convergence of computing and media technologies. The program stresses not only the creation but also the potential applications and cultural implications of interactive media. A student majoring in Arts, Technology, and Emerging Communication will be required to channel selected coursework according to individual needs and specialties. Particular attention should be given to the Prescribed Electives for the major, and close consultation with academic advisors is recommended. By selecting courses from a variety of the remaining elective headings, students are able to combine courses in technology and fine arts with coursework in literary criticism and interpretation, creative writing and translation, and linguistics and languages.

Unless otherwise noted, courses in Arts, Technology, and Emerging Communication are open to all students in the University. However, students majoring in Arts, Technology, and Emerging Communication may be given preference in certain course enrollments.

Bachelor of Arts in Arts, Technology, and Emerging Communication with Animation

Degree Requirements (120 semester credit hours)¹

Faculty

Professors: Anne Balsamo, Frank Dufour, Paul Fishwick, Roger Malina, Mihai Nadin

Clinical Professors: Elizabeth (Lisa) Bell, Michael Breault, Tim Christopher, Carie King, Paul Lester

Associate Professors: Christine (xtine) Burrough, Monica Evans, Eric Farrar, Todd Fechter, Rosanna Guadagno, Midori Kitagawa, Kim Knight, Maximilian Schich, Andrew Scott, Dean Terry

Clinical Associate Professors: Cassini Nazir, Derek Royal, Harold (Chip) Wood

Assistant Professors: Olivia Banner, Kristin Drogos, Phillip Hall, Casey Johnson, Angela M. Lee, Sean McComber, Ryan McMahan, Josef Nguyen

Clinical Assistant Professors: Janet Johnson, Jillian Round, Michael Stephens

¹http://catalog.utdallas.edu/2017/undergraduate/programs/atec/arts-and-technology-animation
Senior Lecturers: Elizabeth Boyd, Christopher Camacho, Filip Celander, Melissa Hernandez-Katz, Christina Nielsen, Barbara Vance

I. Core Curriculum Requirements: 42 semester credit hours

Communication: 6 semester credit hours

- **COMM 1311** Survey of Oral and Technology-based Communication
- **RHET 1302** Rhetoric

Mathematics: 3 semester credit hours

Choose one course from the following:

- **MATH 1306** College Algebra for the Non-Scientist
- **MATH 1314** College Algebra

Or select any 3 semester credit hours from Mathematics core courses

Life and Physical Sciences: 6 semester credit hours

Select any 6 semester credit hours from Life and Physical Sciences core courses

Language, Philosophy and Culture: 3 semester credit hours

Choose one course from the following:

- **HUMA 1301** Exploration of the Humanities
- **LIT 2331** Masterpieces of World Literature
- **PHIL 1301** Introduction to Philosophy
- **PHIL 2316** History of Philosophy I
- **PHIL 2317** History of Philosophy II

Or select any 3 semester credit hours from Language, Philosophy and Culture core courses

Creative Arts: 3 semester credit hours

Choose one course from the following:

- **ARTS 1301** Exploration of the Arts
- **AHST 1303** Survey of Western Art History: Ancient to Medieval
- **AHST 1304** Survey of Western Art History: Renaissance to Modern
- **AHST 2331** Understanding Art
- **DANC 1310** Understanding Dance
THEA 1310 Understanding Theatre
FILM 2332 Understanding Film
MUSI 1306 Understanding Music

American History: 6 semester credit hours
Choose two courses from the following:

HIST 1301 U.S. History Survey to Civil War
HIST 1302 U.S. History Survey from Civil War
HIST 2301 History of Texas
HIST 2330 Themes and Ideas in American History
HIST 2332 Civil War and Reconstruction

Government / Political Science: 6 semester credit hours

GOVT 2305 American National Government
GOVT 2306 State and Local Government

Social and Behavioral Sciences: 3 semester credit hours
Select any 3 semester credit hours from Social and Behavioral Sciences core courses

Component Area Option: 6 semester credit hours
Choose two courses from the following or other Component Area Option

ARHM 2340 Creativity
ARHM 2342 Connections in the Arts and Humanities
ARHM 2343 Science and the Humanities
ARHM 2344 World Cultures

II. Major Requirements, Lower-Division: 24 semester credit hours

ARTS 1316 Drawing Foundations
ATCM 2300 Introduction to Technoculture
ATCM 2305 Computer Animation Processes
ATCM 2303 Project Management for Arts and Technology I
ATCM 2301 Computer Imaging
ATCM 2302 Design I
CS 1335 Computer Science I for Non-majors
CS 2335 Computer Science II for Non-majors

III. Major Requirements, Upper-Division: 24 semester credit hours

ATCM 3301 Digital Content Design
ATCM 3340 Design II
ATCM 3311 Tools Development for Arts and Emerging Technology
  or CS 3360 Computer Graphics for Artists and Designers
Any 3000-level or 4000-level Art History (AHST) course
  or THEA 3323 Performance in Historical Context
  or FILM 3321 Film in Historical Context
  or MUSI 3322 Music in Historical Context
PHIL 4310 Philosophy of Technology
  or HIST 3337 Technology and Western Civilization
  or HIST 3374 American Technological Development
  or LIT 3316 The Literature of Science Fiction
  or LIT 3334 Literature of Science
ATCM 4398 Capstone Project
  or ATCM 4397 Senior Seminar

And

Choose two courses from the following:

ATCM 3306 Modeling and Texturing I
ATCM 3307 Lighting and Composition I
ATCM 3308 Rigging I
ATCM 3305 Computer Animation I

IV. Elective Requirements: 30 semester credit hours

Prescribed Electives: 15 semester credit hours

Choose any five courses from the following: (At least 2 must be 4000 level)
ATCM 3338 Motion Graphics I
ATCM 3310 Procedural Animation
ATCM 3306 Modeling and Texturing I
ATCM 3309 Pre-Production Design I
ATCM 3307 Lighting and Composition I
ATCM 3308 Rigging I
ATCM 3311 Tools Development for Arts, Technology, and Emerging Communication
ATCM 3350 Digital Video Production I
ATCM 3305 Computer Animation I
ATCM 4309 Pre-Production Design II
ATCM 4312 Digital Sculpting
ATCM 4308 Rigging II
ATCM 4305 Computer Animation II
ATCM 4313 Special Effects
ATCM 4310 Motion Capture Animation
ATCM 4306 Modeling and Texturing II
ATCM 4307 Lighting and Composition II
ATCM 4316 Animation Lab I
ATCM 4317 Animation Lab II
ATCM 4315 Computer Animation III
ATCM 4319 Topics in Animation

Free Electives: 15 semester credit hours

Both upper-and lower-division courses may be used as electives, but students must complete at least 51 semester credit hours of upper-division courses to qualify for graduation.

1. Incoming freshmen must enroll and complete requirements of UNIV 1010 and the corresponding school-related freshman seminar course. Students, including transfer students, who complete their core curriculum at UT Dallas must take UNIV 2020.

2. Curriculum Requirements can be fulfilled by other approved courses from institutions of higher education. The courses listed are recommended as the most efficient way to satisfy both Core Curriculum and Major Requirements at UT Dallas.
3. Students who are ATEC/CS double degree or who plan to minor in CS must enroll in CS 1336 Programming Fundamentals and CS 1136 Computer Science Laboratory and/or CS 1337 Computer Science I (if placed out of CS 1336 and CS 1136).

4. Students who are ATEC/CS double degree or who plan to minor in CS must enroll in CS 2336 Computer Science II.

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