School of Arts, Technology, and Emerging Communication

Arts and Technology with Animation Concentration (BA)

Students who complete the major in Arts and Technology 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 and Technology 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 and Technology are open to all students in the University. However, students majoring in Arts and Technology may be given preference in certain course enrollments.

Bachelor of Arts in Arts and Technology with Animation Concentration

Degree Requirements (120 semester credit hours)

Faculty

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

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

**Professor of Practice:** Marjorie Zielke

**Associate Professors:** Christine (xtine) Burrough, Eric Farrar, Todd Fechter, Scot Gresham-Lancaster, 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

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  
DRAM 1310  Understanding Theater  
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 2341  Global Media  
ARHM 2342  Connections in the Arts and Humanities  
ARHM 2343  Science and the Humanities  
ARHM 2344  World Cultures  

II. Major Requirements, Lower-Division: 21 semester credit hours  
ARTS 1316  Drawing Foundations  
ATEC 2326  Computer Animation Processes
ATEC 2340 Project Management for Arts and Technology
ATEC 2382 Computer Imaging
ATEC 2384 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

Major Core Courses

Any 3000-level or 4000-level Art History (AHST) course
or DRAM 3323 Performance in Historical Context
or FILM 3321 Film in Historical Context
or MUSI 3322 Music in Historical Context
ATEC 3317 Modeling and Texturing I
or ATEC 3327 Lighting and Composition I
or ATEC 3328 Rigging I
or ATEC 3336 Computer Animation I
ATEC 3320 Digital Content Design and Usability
or ATEC 3325 Introduction to Computer Mediated Communication
ATEC 3329 Tools Development for Arts and Technology
or CS 3360 Computer Graphics for Artists and Designers
or CS 4352 Human Computer Interaction I
ATEC 3330 Digital Video Production I
or ARTS 3371 Photography: Black/White
or ARTS 3372 Photography: Color
or ARTS 3377 Photography: Altered Image
or ARTS 3379 Photography: New Media
or ARTS 4368 Advanced Visual Arts
ATEC 3384 Design II
ATEC 4380 Capstone Project
or ATEC 4381 Senior Seminar


**HIST 3328** History and Philosophy of Science and Medicine

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

IV. Elective Requirements: 33 semester credit hours

**Prescribed Electives: 15 semester credit hours**

Choose any five courses from the following: at least 2 must be 4000 level

**ATEC 3315** Motion Graphics

**ATEC 3316** Procedural Animation

**ATEC 3317** Modeling and Texturing I

**ATEC 3318** Pre-Production Design I

**ATEC 3327** Lighting and Composition I

**ATEC 3328** Rigging I

**ATEC 3329** Tools Development for Arts and Technology

**ATEC 3336** Computer Animation I

**ATEC 3370** Topics in Arts and Technology

**ATEC 4318** Pre-Production Design II

**ATEC 4322** Digital Sculpting

**ATEC 4328** Rigging II

**ATEC 4336** Computer Animation II

**ATEC 4339** Special Effects

**ATEC 4345** Motion Capture Animation

**ATEC 4348** Modeling and Texturing II

**ATEC 4349** Lighting and Composition II

**ATEC 4351** Animation Studio I

**ATEC 4352** Animation Studio II

**ATEC 4356** Computer Animation III

**ATEC 4370** Special Topics in Arts and Technology

**ATEC 4371** Topics in Animation

**Free Electives: 18 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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