School of Arts, Technology, and Emerging Communication

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

Students who wish to specialize in Animation within the Arts, Technology, and Emerging Communication major may apply to be admitted into the Animation Pathway after consultation with their academic advisor. This pathway provides a thorough grounding in the development and creation of digital animation in its various forms, including 3D Computer Animation, Motion Graphics, and Motion Capture. Students are eligible to apply to the Animation Pathway during their third semester within the School. Admission to the Animation Pathway requires a portfolio submission including course work examples, a writing component, and any other materials deemed appropriate. Pathway acceptance is determined by an Animation faculty jury. If accepted, Animation Pathway students will have the opportunity to work in a studio environment, explore visual narrative and experimental animation, and learn project development and management practices. The Animation Pathway examines the potential of animation in diverse areas such as entertainment, education, and visualization. Close consultation with academic advisors is recommended. By selecting courses from a variety of School elective headings, students are able to infuse other areas of interest into their Animation studies. 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 Pathway

Degree Requirements (120 semester credit hours)¹

Faculty

Professors: Anne Balsamo, Christine (xtine) Burrough, Paul Fishwick, Roger Malina, Mihai Nadin, Marilyn Waligore
Clinical Professors: Elizabeth (Lisa) Bell, Tim Christopher, Paul Lester
Associate Professors: Heidi Cooley, Monica Evans, Eric Farrar, Todd Fechter, Midori Kitagawa, Kim Knight, Maximilian Schich, Andrew Scott, Dean Terry
Clinical Associate Professors: Cassini Nazir, Harold (Chip) Wood
Assistant Professors: Olivia Banner, Casey Johnson, Angela M. Lee, Juan Llamas Rodriguez, Sean McComber, Josef Nguyen, Wendy Sung, Hong An Wu
Senior Lecturers: Elizabeth Boyd, Christopher Camacho, Adam Chandler, Daedra Evans Christopher, Harold Fitzgerald, Sharon Hewitt, Laura Imaoka, Timothy Lewis, David Marks, Peter McCord, Roxanne Minnish, Christina Nielsen, Kara Oropallo, Monika Salter, Christine Veras De Souza

I. Core Curriculum Requirements: 42 semester credit hours²

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 Introduction to 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

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
- ATCM 2300  Introduction to Technoculture  
- ATCM 2301  Computer Imaging  
- ATCM 2302  Design I  
- ATCM 2303  Project Management for Arts, Technology, and Emerging Communication I  
- ATCM 2305  Computer Animation Processes  
- ARTS 1316  Drawing Foundations  
- 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 3311  Tools Development for Arts, Technology, and Emerging Communication  
  or CS 3360  Computer Graphics for Artists and Designers  
- ATCM 3340  Design II  
- 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
or **MUSI 3324** Jazz History: Roots to Swing
or **MUSI 3325** Jazz History: Modern Jazz since BeBop
or **MUSI 3327** Music in Modern Culture

**PHIL 3309** 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 3305** Computer Animation I
**ATCM 3306** Modeling and Texturing I
**ATCM 3307** Lighting and Composition I
**ATCM 3308** Rigging I
**ATCM 3309** Pre-Production Design I
**ATCM 3310** Procedural Animation
**ATCM 3311** Tools Development for Arts, Technology, and Emerging Communication
**ATCM 3312** Surfacing and Shading I
**ATCM 3338** Motion Graphics I
**ATCM 3350** Digital Video Production 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 3305** Computer Animation I
**ATCM 3306** Modeling and Texturing I
**ATCM 3307** Lighting and Composition I
**ATCM 3308** Rigging I
**ATCM 3309** Pre-Production Design I
**ATCM 3310** Procedural Animation
**ATCM 3311** Tools Development for Arts, Technology, and Emerging Communication
**ATCM 3312** Surfacing and Shading I
**ATCM 3338** Motion Graphics I
**ATCM 3350** Digital Video Production I
ATCM 4305  Computer Animation II  
ATCM 4306  Modeling and Texturing II  
ATCM 4307  Lighting and Composition II  
ATCM 4308  Rigging II  
ATCM 4309  Pre-Production Design II  
ATCM 4310  Motion Capture Animation  
ATCM 4312  Digital Sculpting  
ATCM 4313  Special Effects  
ATCM 4314  Character Effects  
ATCM 4315  Computer Animation III  
ATCM 4316  Animation Lab I  
ATCM 4317  Animation Lab II  
ATCM 4318  Motion Capture Lab  
ATCM 4319  Topics in Animation  
ATCM 4338  Motion Graphics II  
ARTS 3367  Figure Drawing  
ARTS 3371  Photography: Black/White  
ARTS 3372  Photography: Color Concepts  
ARTS 3377  Photography: Altered Image  
ARTS 3379  Photography: New Media  

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.