School of Arts, Technology, and Emerging Communication

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

Students who wish to specialize in Animation and Games within the Arts, Technology, and Emerging Communication major may apply to be admitted into the Animation and Games Concentration after consultation with their academic advisor. This concentration provides a thorough grounding in the development and creation of digital animation and games, including 3D Computer Animation, Motion Graphics, Motion Capture, Educational Games, Real Time Entertainment, and Social Gaming. Students are eligible to apply to the Animation and Games concentration during their third semester within the School. Admission to the Animation and Games concentration requires an application and acceptance is determined by a faculty jury. A minimum grade of B is required in ATCM 2310 in order to be eligible to apply for the Animation and Games Concentration. If accepted, Animation and Games concentration students will have the opportunity to work in a studio environment, explore visual narrative, game mechanics and experimental animation, and learn project development and management practices. The Animation and Games concentration examines the potential of animation and games 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 and Games 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 and Games Concentration

**Degree Requirements** (120 semester credit hours)

View an Example of Degree Requirements by Semester

Faculty

**Professors:** Anne Balsamo, Christine (xtine) Burrough, Paul Fishwick, Roger Malina, Mihai Nadin, Marilyn Waligore

**Associate Professors:** Olivia Banner, Heidi Cooley, Monica Evans, Eric Farrar, Todd Fechter, Kim Knight, Sean McComber, Andrew Scott, Dean Terry
Assistant Professors: Juan Llamas Rodriguez, Josef Nguyen, Wendy Sung, Christine Veras De Souza, Hong An Wu

Clinical Professor: Tim Christopher

Professors of Instruction: Elizabeth (Lisa) Bell, Elizabeth Boyd, Paul Lester

Associate Professors of Instruction: Bryon Caldwell, Christopher Camacho, Casey Johnson, Peter McCord, Mark McKinney, Roxanne Minnish, Christina Nielsen, Monika Salter, Harold (Chip) Wood

Assistant Professors of Instruction: Adam Chandler, Sharon Hewitt, Laura Imaoka, Timothy Lewis, Elizabeth (Liz) Trosper

Professor of Practice: Norman Cox

Associate Professors of Practice: Fengjie (Nelson) Lim

Assistant Professors of Practice: Harold Fitzgerald, David Marks, Kara Oropallo

I. Core Curriculum Requirements: 42 semester credit hours

Communication: 6 semester credit hours

Select any 6 semester credit hours from Communication Core courses

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 (see advisor)

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

Select any 3 semester credit hours from Language, Philosophy and Culture Core courses

Creative Arts: 3 semester credit hours

Select any 3 semester credit hours from Creative Arts Core courses

American History: 6 semester credit hours

Select any 3 semester credit hours from American History Core courses

Government/Political Science: 6 semester credit hours
GOVT 2305  American National Government
GOVT 2306  State and Local Government

Or select any 6 semester credit hours from Government/Political Science Core courses (see advisor)

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
Select any 6 semester credit hours from Component Area Option Core courses

II. Major Requirements, Lower-Division: 24 semester credit hours
Foundations
ATCM 2300  Introduction to TechnoCulture
ATCM 2301  Digital Art and Design Foundations
ATCM 2302  Design I
CS 1335  Computer Science I for Non-majors

Fundamentals
ATCM 2303  Project Management for Arts, Technology, and Emerging Communication I
ATCM 2310  Animation and Game Fundamentals

Choose one from the following:
ATCM 2321  Reading Media Critically
ATCM 2330  Digital Art and Social Practice
ATCM 2345  Principles of Digital Audio
ATCM 2350  Time-Based Media
ATCM 2355  Survey of Digital Fabrication

Choose one from the following:
ATCM 2315  Animation Origins and Techniques
ATCM 2375  History of Games

III. Major Requirements, Upper-Division: 24 semester credit hours
Choose five 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 3312 Surfacing and Shading I 
ATCM 3338 Motion Graphics I 
ATCM 3365 Game Design I 
ATCM 3367 Level Design I 
ATCM 3370 Virtual Environments I 
ATCM 4305 Computer Animation II 
ATCM 4306 Modeling and Texturing II 
ATCM 4307 Lighting and Composition II 
ATCM 4308 Rigging II 
ATCM 4338 Motion Graphics II 
ATCM 4365 Game Design II 
ATCM 4367 Level Design II 
ATCM 4370 Virtual Environments II 

Choose one from the following: 
ATCM 3315 Animation Studies 
ATCM 3366 Game Studies I 

Choose one from the following: 
ATCM 3311 Scripting for Animation 
ATCM 3368 Scripting for Games I 
CS 3360 Computer Graphics for Artists and Designers 

Choose one from the following: 
ATCM 4397 Senior Seminar 
ATCM 4398 Capstone Project 
ATCM 4399 Senior Honors in Arts, Technology, and Emerging Communication 

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 3301 Writing for ATEC
ATCM 3303 Project Management for Arts, Technology, and Emerging Communication II
ATCM 3305 Computer Animation I
ATCM 3306 Modeling and Texturing I
ATCM 3307 Lighting and Composition I
ATCM 3308 Rigging I
ATCM 3309 Visual Story I
ATCM 3310 Procedural Animation
ATCM 3311 Scripting for Animation
ATCM 3312 Surfacing and Shading I
ATCM 3313 2D Animation
ATCM 3315 Animation Studies
ATCM 3350 Digital Video Production I
ATCM 3365 Game Design I
ATCM 3366 Game Studies I
ATCM 3367 Level Design I
ATCM 3368 Scripting for Games I
ATCM 3369 Games and Narrative I
ATCM 3370 Virtual Environments I
ATCM 3371 User Experience Design for Games
ATCM 3372 Sound Design for Games
ATCM 3338 Motion Graphics I
ATCM 4305 Computer Animation II
ATCM 4306 Modeling and Texturing II
ATCM 4307 Lighting and Composition II
ATCM 4308 Rigging II
ATCM 4309 Visual Story II
ATCM 4311 Motion Capture Animation
ATCM 4312 Digital Sculpting
ATCM 4313 Visual 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
ATCM 4365 Game Design II
ATCM 4366 Game Studies II
ATCM 4367 Level Design II
ATCM 4368 Scripting for Games II
ATCM 4370 Virtual Environments II
ATCM 4373 Animation for Games
ATCM 4376 Game Production Lab I
ATCM 4377 Game Production Lab II
ATCM 4379 Topics in Games
ATCM 4384 Ethics in New Media, Technology, and Communication
ATCM 4311 Experimental Lab
ATCM 4374 Interactives Lab

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 and CS 1136 and/or CS 1337 (if placed out of CS 1336 and CS 1136).