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)¹

View an Example of Degree Requirements by Semester

Faculty

I. Core Curriculum Requirements: 42 semester credit hours²
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 4310 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 Interactses 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).

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