COLLEGE OF INFORMATICS
COMPUTATION ■ INFORMATION ■ COMMUNICATION

Bachelor of Arts in:
3D Digital Design and Visual Effects

For Students Following the:
2024-2025 catalog

Name:	
Student ID:	
Catalog Year:	

REQUIRED FOUNDATION OF KNOWLEDGE COURSES (9 Hours)						
Course		**Pre-req**	**Credits**	**Term**	**Grade**	**Notes**
CMST101	Public Speaking		**3**			
OR						
CMST110	Intro to Communication Studies		**3**			
OR						
HNR 102	Interdisciplinary Research Process	HNR 101 or ENG 101 or ENG 104	**3**			
EMB 100	Media Literacy		**3**			
OR						
JOU 110	Introduction to Mass Communication		**3**			
INF 120	Elementary Programming	MAT 102 or MAT 114 or placement	**3**			**Successful INF 120 CPLE**

CORE COURSES (39 Hours)						
Course		**Pre-req**	**Credits**	**Term**	**Grade**	**Notes**
EMB 140	Introduction to Media Aesthetics		**3**			
EMB 326	Digital Compositing	DFX 221 (≥ C)	**3**			
INF 286	Introduction to Web Development	MAT 103 & INF 110, INF 120, or CSC 260 (pre-req or co-req)	**3**			**Successful INF 286 CPLE**
DFX 221	Visual Fundamentals for Digital Media	EMB 140 (≥ C)	**3**			
DFX 222	Visual Techniques for 3D	DFX 221 (≥ C)	**3**			
DFX 240	Introduction to Interactive Media	DFX 221 (≥ C) and INF 286 (≥ C) (pre req or co req)	**3**			
DFX 244	Principles of Digital 3D Animation	EMB 140 (≥ C)	**3**			
DFX 245	3D Modeling Fundamentals	ART 140 (≥ C) or DFX 221 (≥ C)	**3**			
DFX 252	Non-Linear Interactive Storytelling		**3**			
DFX 309	3D Hard Surface Modeling	DFX 245 (≥ C)	**3**			
OR						
DFX 340	Intermediate Interactive Media	DFX 240 & DFX 245 (≥ C for all)	**3**			
DFX 352	Project Research Management	DFX 309 (≥ C) or DFX 340 (≥ C)	**3**			
DFX 420	Professional Practices	75 earned hours or Instructor Consent	**3**			
DFX 452	Advanced Portfolio Production	DFX 352 (≥ C)	**3**			

ELECTIVES (15 Hours) - Choose 5 Classes						
Course		**Pre-req**	**Credits**	**Term**	**Grade**	**Notes**
ARTM331	Digital Arts & Effects	ART 130 & ART 135 and pre-req or co-req of ART 140 or sophomore standing for non-art majors	**3**			
ARTM360	Robotic Art	Sophomore Standing	**3**			
ARTM394	Topics in New Media Art	Sophomore Standing	**3**			
CMST381	Communicating in the Digital Age	CMST101 or 110 or HNR 102	**3**			
JOU 440	Current Topics in Media Ethics	JOU 110, EMB 100, or Junior Standing	**3**			

DFX 250	Analog Game Design		**3**			
DFX 294	Special Introductory Topics	Instructor Consent	**3**			
DFX 307	3D Lighting and Texturing	DFX 222 or DFX 245 (≥ C)	**3**			
DFX 317	Virtual Sculpting for Digital Media	DFX 245 (≥ C) and Junior Standing	**3**			
DFX 320	Character Modeling	DFX 309 (≥ C)	**3**			
DFX 330	Rigging and Animation	DFX 309 (≥ C)	**3**			
DFX 375	Computer Games & Digital Society	45 earned hours or Instructor Consent	**3**			
DFX 381	Computer-Mediated Communication	Junior Standing	**3**			
DFX 394	Topics: 3D Digital Design & VFX	Instructor Consent	**3**			
DFX 396	Internship: 3D Digital Design & VFX	Instructor Consent, junior or senior standing, 2.75+ GPA	**1-3**			
DFX 417	Advanced Virtual Sculpting for Digital Media	DFX 317 (≥ C)	**3**			
DFX 426	Advanced Digital Compositing	EMB 326 (≥ C)	**3**			
DFX 430	Advanced Rigging and Animation	DFX 330 (≥ C)	**3**			
DFX 440	Advanced Interactive Media	DFX 340 (≥ C)	**3**			
DFX 492	Directed Research or Creative Work	Junior Standing or Instructor Consent	**0-6**			
DFX 495	Study Abroad	Varies by Topic	**1-3**			
DFX 496	Senior Practicum	Instructor Consent	**3**			
DFX 499	Independent Study	Junior or Senior Standing and Instructor Consent	**1-3**			
DFX Elective			**3**			

ANY COI 3xx-4xx ELECTIVE (3 hours)						
(ASE, BIS, CIT, CMST, CSC, CYS, DFX, DSC, EMB, HCOM, HIN, INF, JOU, LIN, POP, or PRE)						
Course		**Pre-req**	**Credits**	**Term**	**Grade**	**Notes**
3xx-4xx			**3**			

Students must earn a grade of "C-" or better and a 2.00 GPA in all courses that apply to the major.
Please consult with your advisor and the appropriate University Course Catalog for all other degree requirements.

ALSO: Students may not double count School of Media & Communication courses toward the 3D Digital Design and Visual Effects major and other majors and minors in the School of Media & Communication unless the course is required as the only option in the 3D Digital Design and Visual Effects major and other majors and minors in the School of Media & Communication.