

Bachelor of Science: Game Design & 3D Animation- 128 Credits

Name: _____

SUId: _____

Date entered SU: _____

Catalog year: _____

Projected graduation: _____

Freshman Fall	Credits	Date	Grade	Freshman Spring	Credits	Date	Grade
ART 101: 2D Design	3			ART 102: 3D Design	3		
ART 120: Beginning Drawing	3			ART 222: Intermediate Drawing	3		
UCR 101: Rhetoric	4			UCS 102: Seminar	4		
UCCP 101: Cultural Perspectives I	4			UCCP 102: Cultural Perspectives II	4		
SOA 101: Purpose & Professionalism	2			ART 110: Digital Foundations	3		
TOTAL CREDITS	16			TOTAL CREDITS	17		

Sophomore Fall	Credits	Date	Grade	Sophomore Spring	Credits	Date	Grade
ART 291: Principles of 3D Animation	3			ART 292: Principles of 3D Game Art	3		
COSC 110: Intro to Programming	4			ART 323: Figure Drawing	3		
MATH 150: Precalculus	4			COSC 200: Discrete Structures	4		
				COSC 260: Game Design & Programming	4		
UCBF 101: Biblical Foundations	4			SOA 250: Arts Perspectives	3		
TOTAL CREDITS	15			TOTAL CREDITS	17		

Junior Fall	Credits	Date	Grade	Junior Spring	Credits	Date	Grade
ART 391: Intermediate 3D Production Art	3			ART 395: Advanced 3D Production Art	3		
ART 213: Graphic Design: UI Design Princ	3			General Elective	4		
COSC 210: Data Structures & Algorithms	4			SOA 301: Creative Investigations in Practice	2		
COSC 360: Game Tech & Programming	4			Social Science	4		
Art history	3			UCFH 120: Concepts of Fitness/Health	2		
TOTAL CREDITS	17			TOTAL CREDITS	15		

Senior Fall	Credits	Date	Grade	Senior Spring	Credits	Date	Grade
SOA 460: Senior Project	6			ART 495: Game & Animation Development	3		
ART or COSC Elective	3			ART or COSC Elective	3		
Natural Sciences	4			Natural Sciences	4		
General Elective	4			Humanities	4		
TOTAL CREDITS	17			TOTAL CREDITS	14		

This chart is designed to assist in the advising process only; it is not the only possible sequence of courses. However, courses highlighted in blue must be completed during the semester they are listed and are not able to be taken out of the listed sequence. It is the student's responsibility to select and register for courses after consulting the degree requirements in the university catalog, reviewing the availability of courses in Banner, and meeting with the academic advisor each semester.