

ANIMATION AND VISUAL EFFECTS (2D PRODUCTION STUDIO) - BACHELOR OF CREATIVE MEDIA

The Creative Media Institute's Bachelor of Creative Media with an emphasis in Animation & Visual Effects currently offers 2 different paths, determined by the kind of senior project students wish to produce.

Students must complete all university requirements and the Animation and Visual Effects curriculum outlined below. All Animation and Visual Effects Curriculum requirements must be completed with a grade of C- or higher.

Students must complete all University degree requirements, which include: General Education requirements, Viewing a Wider World requirements, and elective credits to total at least 120 credits with 48 credits in courses numbered 300 or above. Developmental coursework will not count towards the degree requirements and/or elective credits, but may be needed in order to take the necessary English and Mathematics coursework.

Prefix	Title	Credits
General Education		
<i>Area I: Communications</i>		10
	English Composition - Level 1 ¹	
	English Composition - Level 2 ¹	
	Oral Communication ¹	
<i>Area II: Mathematics</i> ^{1,2}		3-4
<i>Area III/IV: Laboratory Sciences and Social/Behavioral Sciences</i>		10-11
	Area III: Laboratory Sciences Course (4 credits) ¹	
	Area IV: Social/Behavioral Sciences Course (3 credits) ¹	
	Either an Area III/IV: Laboratory Sciences Course or Social/Behavioral Science Course (4 credits or 3 credits) ¹	
<i>Area V: Humanities</i> ¹		3
<i>Area VI: Creative and Fine Arts</i> ¹		
THEA 1210G	Acting for Non-Majors	3
<i>General Education Elective</i> ¹		3-4
Viewing a Wider World ³		6
Departmental/College Requirements		
<i>ANVE Core Courses</i>		
FDMA 1510	Foundations of 3D Animation	3
FDMA 2311	History of Animation ⁴	3
FDMA 2381	Storyboarding	3
or ENGL 2381	Storyboarding	
FDMA 2382	Principles of Story Across the Media ⁴	3
or ENGL 2382	Narrative: Principles of Story Across the Media	
FDMA 2530	Introduction to 3D Modeling	3
FDMA 2535	Digital Illustration Techniques	3
FDMA 2710	Beginning 2D Animation	3
FDMA 308	Writing for Animation	3
or FDMA 309	Screenwriting I	
<i>2D Production Studio Pathway Courses</i>		
FDMA 1715	2-D Compositing & FX	3
FDMA 2755	Drawing for Animation	3

FDMA 327	2D Rigging	3
FDMA 348	Acting for Animation	3
FDMA 350	Intermediate 2D Animation	3
FDMA 362	Motion Graphics	3
FDMA 365	Character Design and Development	3
or FDMA 433	Sets and Environments	
FDMA 450	Advanced 2D Animation	3
FDMA 492	2D Production Studio I	6
FDMA 494	2D Production Studio II	6
Second Language Requirement: (not required)		0
Electives, to bring the total credits to 120 ⁵		19-22
Total Credits		120

- ¹ See the General Education (<https://catalogs.nmsu.edu/nmsu/general-education-viewing-wider-world/>) section of the catalog for a full list of courses.
- ² A Mathematics General Education course is required but students may need to take any prerequisites needed to enter the course selected first.
- ³ See the Viewing a Wider World (<https://catalogs.nmsu.edu/nmsu/general-education-viewing-wider-world/#viewingawiderworldtext>) section of the catalog for a full list of courses.
- ⁴ Required Pre-Application class for ANVE
- ⁵ Elective credit may vary based on General Education course selection, prerequisites, dual credit, AP credit, double majors, and/or minor coursework. The amount indicated in the requirements list is the amount needed to bring the total to 120 credits and may appear in variable form based on the degree. However students may end up needing to complete more or less on a case-by-case basis and students should discuss elective requirements with their advisor.

Second Language Requirement

For the Bachelor of Creative Media with a major in Animation and Visual Effects, there is no second language requirement for the degree.

A Suggested Plan of Study

This roadmap assumes student placement in MATH 1130G Survey of Mathematics and ENGL 1110G Composition I. The contents and order of this roadmap may vary depending on initial student placement in mathematics and english. It is only a suggested plan of study for students and is not intended as a contract. Course availability may vary from fall to spring semester and may be subject to modification or change.

Freshman		Credits
English Composition - Level 1 Course ^{1,2}		4
ENGL 1110G	Composition I (recommended)	
or ENGL 1110H	or Composition I Honors	
<i>Area II: Mathematics</i> ^{1,2}		3-4
MATH 1130G	Survey of Mathematics (recommended)	
FDMA 2311	History of Animation (C- or better) ³	3
FDMA 2382	Principles of Story Across the Media (B- or better) ³	3
or ENGL 2382	or Narrative: Principles of Story Across the Media	
<i>Area III: Laboratory Sciences Course</i> ²		4
<i>Area V: Humanities Course</i> ²		3
THEA 1210G	Acting for Non-Majors	3
FDMA 2381	Storyboarding	3
or ENGL 2381	or Storyboarding	

FDMA 2755	Drawing for Animation	3
Elective Course ⁴		1
Credits		30-31
Sophomore		
General Education Elective Course ²		3-4
English Composition - Level 2 Course ²		3
Choose one from the following:		
ENGL 2210G or ENGL 2210H	Professional and Technical Communication or Professional and Technical Communication	
ENGL 2221G	Writing in the Humanities and Social Science	
FDMA 2535	Digital Illustration Techniques	3
FDMA 348	Acting for Animation	3
FDMA 2530	Introduction to 3D Modeling	3
Either an Area III/IV: Laboratory Science Course or Social/Behavioral Science Course ²		3-4
Oral Communications Course		3
Choose one from the following:		
ACOM 1130G	Effective Leadership and Communication in Agriculture	
COMM 1115G	Introduction to Communication	
COMM 1130G	Public Speaking	
HNRS 2175G	Introduction to Communication Honors	
FDMA 1510	Foundations of 3D Animation	3
FDMA 2710	Beginning 2D Animation	3
Elective Course ⁴		3
Credits		30-32
Junior		
Viewing A Wider World Courses ⁵		6
FDMA 1715	2-D Compositing & FX	3
FDMA 350	Intermediate 2D Animation	3
FDMA 308 or FDMA 309	Writing for Animation or Screenwriting I	3
FDMA 365 or FDMA 433	Character Design and Development or Sets and Environments	3
Area IV: Social/Behavioral Sciences Course ²		3
FDMA 362	Motion Graphics	3
FDMA 450	Advanced 2D Animation	3
Elective Course ⁴		3
Credits		30
Senior		
FDMA 492	2D Production Studio I	6
FDMA 494	2D Production Studio II	6
FDMA 327	2D Rigging	3
Elective Courses ⁴		15
Credits		30
Total Credits		120-123

needing to complete more or less on a case-by-case basis and students should discuss elective requirements with their advisor.

⁵ See the Viewing a Wider World (<https://catalogs.nmsu.edu/nmsu/general-education-viewing-wider-world/#viewingawiderworldtext>) section of the catalog for a full list of courses.

¹ These courses must be taken with a C- or better

² See the General Education (<https://catalogs.nmsu.edu/nmsu/general-education-viewing-wider-world/>) section of the catalog for a full list of courses.

³ Required Pre-Application class for ANVE

⁴ Elective credit may vary based on General Education course selection, prerequisites, dual credit, AP credit, double majors, and/or minor coursework. The amount indicated in the requirements list is the amount needed to bring the total to 120 credits and may appear in variable form based on the degree. However students may end up