BFA in Design with concentration in Animation

BFA in Design, Animation teaches students how to solve complex, dynamic, and diverse design and communication problems with moving images. Courses begin by building a solid grounding in the principles of animation, visual problem-solving, visual communication, and design thinking. Learning continues through hands-on experience with traditional and digital animation techniques. Students explore the many professional applications of animation including storytelling, editorial, advertising, education, and game design. As skill levels grow, students apply their technique on larger projects to develop experience with production skills, project planning, and working as part of a design team, culminating in a capstone animation project.

At every level, the program emphasizes a solid understanding of and rigorous practice with problem-solving and the principles of motion. This equips students with a highly versatile and durable set of skills to serve them long after current digital tools are obsolete.
Graduates from the BFA in Design, Animation are well-positioned to work as professional animators in the fields of entertainment, advertising, illustration, and gaming. Furthermore, with a strong theoretical foundation, students can apply their design skills to a growing range of fields in which clear and engaging communication is a necessity.

Freshman

Fall	Hours	Spring	Hours
BDS 101 (Studio)	4	ILLU 200 (Studio)	4
BDS 103 (Studio)	4	ANIM 200 (Studio)	4
HA 151 (Core 34: Arts and Humanities (SGE))[060]**	3	ANIM 121 (Studio)	4
Core 34: English (SGE)[010]	3	ADS 340	3
ADS 320 (must be completed 3 times)	1	Core 34: Math and Statistics (SGE)[030]	3
	15		18

Sophomore

Fall	Hours	Spring	Hours
ANIM 210 (Studio)	4	ANIM 310 (Studio)	4
ANIM 215 (Studio)	4	ANIM 315 (Studio)	4
ANIM 221 (Studio)	1	ANIM 321 (Studio)	3
ADS 346	3	FMS 200	3
FMS 100	3	ADS 320 (must be completed 3 times)	1
	15		15

Junior

Fall	Hours	Spring	Hours
ANIM 410 (Studio)	4	ANIM 420 (Studio)	4
ANIM 415 (Studio)	4	ANIM 435 (Studio)	4
Core 34: Natural and Physical Sciences (SGE)[040]	4	ADS 402	3
Core 34: Communications (SGE)[020]	3	Core 34: English (SGE)[010]	3
		ADS 320 (must be completed 3 times)	1
	15		15

Senior

Fall	Hours	Spring	Hours
ANIM 440 (Capstone Studio)	4	ANIM 450 (Studio)	4
ANIM 445 (Studio)	3	ADS 455	1
Core 34: Social and Behavior Science (SGE)[050]	3	Core 34: Social and Behavior Science (SGE)[050]	3
Core 34: Arts and Humanities (SGE)[060]	3	Core 34: US Culture (SGE)[070]	3
		Core 34: Global Culture (SGE)[070]	3
	13		14

Total Hours 120

Notes:

ADS 320: KU Design Professional Lecture Series: Three credit hours of ADS 320 are required.

* - This course is a Required major course and is also part of Core 34: Systemwide General Education. If this course is not taken to fulfill the Core 34:SGE requirement, it must be taken in place of elective hours.

** - This course is a Recommended Core 34: Systemwide General Education course. This specific course is not required but is recommended by the program's faculty.

*** - This course is a Required Core 34: Systemwide General Education course. This program is approved by the Kansas Board of Regents to require this specific Core 34:Systemwide General Education course. If a student did not take this course it must be taken in addition to other degree requirements.