CAGD Animation Production Option - CGI Grouping Transfer 5-Semester Flowchart Fall 2022-2023 Catalog

Transfer GE | Transfer GE | Transfer CAGD | Junior Fall | Junior Spring | Senior Fall | Senior Spring | Senior+ Fall
---|---|---|---|---|---|---|---
CAGD 110 Computer Assisted Art | CAGD 240 Digital Animation
CAGD 112 Digital Photography
CAGD 230 Digital Modeling
CAGD 180 Scripting & Programming
CAGD 117 Concept Design & Storyboarding
CAGD 330 3D Computer Modeling
CAGD 373 Game Asset Production
CAGD 331 3D Character Modeling
CAGD 350 3D Scanning
CAGD 495 Adv Production CGI/Game Studio
CAGD 420 Digital Lighting & Texturing
CAGD 495 Adv Production CGI/Game Studio
CAGD 495 Internship or Project

Arrows represent prerequisite classes. Must take the class on the left before you take the class on the right. All CAGD prerequisite must be completed with a C- or higher.

You must complete CAGD 110, CAGD 112, CAGD 180, and CAGD 230 with a C- or better before you can take any upper division CAGD course (courses with numbers >= 300).

CAGD courses in which team projects are published, thus it is best to not take more than one in a semester.

Interdisciplinary Program consists of five (5) courses from the Interdisciplinary pool (see Catalog) selected in consultation with your CAGD Advisor.

Small boxes General Education (GE) requirement (the requirement is listed in the box). 1st GE A2 & B3 must be taken during the first year.

Quantitative Reasoning for CAGD requires no specific course, consider MATH 101, FINA 101, MATH 105; a Computer Science Minor requires MATH 119 a requirement for CSCI 111.

Your GE classes must include 1 Global Culture (GC), 1 United States Diversity (USD), 2 Writing Intensive (W) plus JOUR/ENGL 130W and CAGD 345W.

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