CAGD Animation Production Option - Animation Grouping 4-Year Flowchart

Freshman Fall
- CAGD 110 Computer Assisted Art
- CAGD 112 Virtual & Physical Camera Apps
- CAGD 117 Concept Design & Storyboarding

Freshman Spring
- JOUR/ENGL 130W Written Communication
- Critical Thinking
- Learning for Life

Sophomore Fall
- CAGD 240 Digital Animation
- CAGD 230 Digital Modeling
- CAGD 250 Intro Technical CGI
- Quantitative Reasoning

Sophomore Spring
- CAGD 340 Computer Animation
- CAGD 320 Digital Texturing
- CAGD 265 Portrait Painting
- ARTS 125 Basic Drawing

Junior Fall
- CAGD 341 3D Character Animation
- CAGD 325 Motion Capture
- THEA 112 Acting & Social Wellness

Junior Spring
- CAGD 441 3D Character Rigging
- ARTS 326 Intermediate Life Drawing

Senior Fall
- CAGD 489 or 499 Internship or Project
- Senior Portfolio

Senior Spring
- CAGD 495 Adv Production Studio
- CAGD 432 3D Character Rigging

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). GE A2 & B4 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 MATH 217.

Your GE classes must include 1 Global Culture (GC), 1 United States Diversity (USD), 1 Writing Intensive (W) plus JOUR/ENGL 130W, CAGD 345W and CAGD 374W.

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