

## UCF Degree Programs

### Art - Emerging Media Track (B.F.A.)

**College of Arts and Humanities**  
**School of Visual Arts and Design,**  
**Visual Arts Building, Room: 117**  
<http://svad.cah.ucf.edu/>  
**Email: svadadvising@ucf.edu**  
 Phone: 407-823-2676

The Emerging Media track allows students to integrate the multiple domains of art, storytelling, and technology. It is designed to: Provide a solid foundation in techniques and theory in one focused area of competence. Provide a broad understanding of related disciplines including arts, humanities, and technology. Provide extended experience in working in multidisciplinary teams on realistic problems. The program is administered through the School of Visual Arts and Design. It is recognized that there are many combinations of courses which meet the needs of individual students. Three specializations - Graphic Design, Character Animation, and Experimental Animation - lead to a Bachelor of Fine Arts degree. The School affirms that a theoretical and working understanding of the historical meanings and studio applications of the human image are critical in the education of Visual Art and Art History students. To develop such an understanding, Art courses often utilize images of clothed and unclothed human figures and, in certain studio classes, live nude models. Note: Emerging Media majors must have continual access to a computer. Contact the UCF Computer Store or see the website (<http://www.cstore.ucf.edu>) for the minimum hardware and software specifications.

#### Admission Requirements

- Character Animation: students must satisfactorily complete the mandatory DIG3951 - Character Animation Portfolio Review before enrolling in any Character Animation restricted electives. The Character Animation portfolio review is only held in Spring, and typically takes place near the end of February.
- Experimental Animation: all junior level Experimental Animation students must satisfactorily complete the mandatory ART 3950-Portfolio Review before enrolling in upper division ART courses or Experimental Animation restricted electives. The Spring review takes place in the first week of March. The Fall review takes place in the first week of October.
- Graphic Design: students must satisfactorily complete the mandatory GRA3950 - Graphic Design Portfolio Application course before enrolling in any Graphic Design restricted electives. The Graphic Design portfolio review is only held in Spring, and typically takes place near the end of February.
- Students unable to satisfactorily complete ART 3950-Portfolio Review, DIG 3951 - Character Animation Portfolio Review, or GRA 3950 - Graphic Design Portfolio Application, may continue in the Art History or the Visual Art and Emerging Media Management tracks.
- "C-" (1.75) or below grades from other institutions do not meet departmental requirements.
- Note: One-on-one portfolio reviews are not possible due to the large number of received portfolios.

#### Degree Requirements

- Students who change degree programs and select this major must adopt the most current catalog by filing a catalog year change with their degree change form.
- Departmental Residency Requirement consists of at least 18 semester hours of regularly scheduled 3000-4000 level courses taken from the UCF School of Visual Arts and Design. Nine of these must be in an area of specialization.
- Students must earn at least a "C" (2.0) in each required course except DIG 2000, which requires a "B" (3.0) or better.

- BFA students must achieve a 3.0 GPA in all major requirements.
  - Co-op credit cannot be used in this major.
  - Students should consult with a School advisor prior to selecting a specialization and at least annually thereafter.
- 1. UCF General Education Program (GEP) (37 hrs)**  
**A: Communication Foundations (9 hrs)**  
**B: Cultural & Historical Foundations (9 hrs)**  
**Take all of the following: 9 hrs**
- |          |          |                                |       |
|----------|----------|--------------------------------|-------|
| Required | ARH 2050 | History of Western Art I and   | 3 hrs |
| Required | ARH 2051 | History of Western Art II and  | 3 hrs |
|          |          | Select a course from group B.1 | 3 hrs |

- C: Mathematical Foundations (7 hrs)**  
**Take all of the following: 7 hrs**
- |          |           |                              |       |
|----------|-----------|------------------------------|-------|
| Required | MAC 1105C | College Algebra and          | 3 hrs |
| Required | COP 2500C | Concepts in Computer Science | 4 hrs |

- D: Social Foundations (6 hrs)**

- E: Science Foundations (6 hrs)**

- 2. Common Program Prerequisites (CPP) (18 hrs)**
- |           |  |       |
|-----------|--|-------|
| ARH 2050  | History of Western Art I   | GEP   |
| ARH 2051  | History of Western Art II  | GEP   |
| ART 2201C | Design Fundamentals-Two Dimensional                              | 3 hrs |
| ART 2203C | Design Fundamentals-Three Dimensional                            | 3 hrs |
| ART 2300C | Drawing Fundamentals I   | 3 hrs |
| ART 2301C | Drawing Fundamentals II  | 3 hrs |
| GRA 2101C | Introduction to Computer Art                                     | 3 hrs |
|           | Any ART prefix, studio, or media courses at the 2000-4000 levels | 3 hrs |
- See "Common Prerequisites" in the Transfer and Transitions Services section for more information

- 3. Core Requirements: Basic Level (12 hrs)**
- |           |                                    |       |
|-----------|------------------------------------|-------|
| COP 2500C | Concepts in Computer Science       | GEP   |
| MAC 1105C | College Algebra                    | GEP   |
| DIG 2000  | Introduction to Digital Media      | 3 hrs |
| DIG 2030  | Digital Video Fundamentals         | 3 hrs |
| DIG 2109  | Digital Imaging Fundamentals       | 3 hrs |
| DIG 2500  | Fundamentals of Interactive Design | 3 hrs |

- 4. Core Requirements: Advanced Level (12 hrs)**
- |           |                               |       |
|-----------|-------------------------------|-------|
| DIG 3024  | Digital Cultures & Narrative  | 3 hrs |
| DIG 3480  | Computer as a Medium          | 3 hrs |
| DIG 3525  | Digital Media Production I    | 3 hrs |
| DIG 4780C | Modeling for Realtime Systems | 3 hrs |

- 5. Restricted Electives (39 hrs)**

- Specializations

#### Graphic Design

- Graphic Design Basic Concentration - 18 hours
- |           |                                      |       |
|-----------|--------------------------------------|-------|
| GRA 3950  | Graphic Design Portfolio Application | 0 hrs |
| GRA 3102C | Intermediate Graphic Design I        | 3 hrs |
| GRA 3112C | Intermediate Graphic Design II       | 3 hrs |
| GRA 3803C | Intermediate Computer Graphic Design | 3 hrs |
| GRA 4196C | Advanced Graphic Design              | 3 hrs |
| GRA 4197C | Special Problems in Graphic Design   | 3 hrs |
| GRA 3202C | Type & Design                        | 3 hrs |

#### Graphic Design

- Graphic Design - Restricted Electives - 21 hours
- Complete 21 hours of credits from the following areas: 21 hrs
- 9 hours must be from 3000 or 4000 level art history courses, 12 hours from 3000 or 4000 ART, ARH, GRA, DIG courses or any 3000 or 4000 level course approved by the School.

#### Character Animation 39 hrs

- All courses in the Character Animation specialization are offered at the UCF Center for Emerging Media in Downtown Orlando
  - Character Animation Core - 15 hours
- |           |                                      |       |
|-----------|--------------------------------------|-------|
| DIG 3951  | Character Animation Portfolio Review | 0 hrs |
| ART 3643C | Digital Effects & Compositing        | 3 hrs |
| DIG 4325C | Look Modeling Workshop               | 3 hrs |
| DIG 4326C | Geometrical Modeling Workshop        | 3 hrs |
| FIL 3720C | Introduction to Animation            | 3 hrs |
| FIL 3734C | Intermediate Animation               | 3 hrs |

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<b>■ Character Animation Basic Concentration - 24 hours</b>		
DIG 3355C	Artificial Environments and Effects	3 hrs
DIG 3433C	Visual Storytelling and Visual Development	3 hrs
DIG 4206C	New Imagery in Motion Workshop	3 hrs
DIG 4359C	Artificial Environments and Effects Workshop	3 hrs
DIG 4394C	Motion Graphics: Advanced Compositing	3 hrs
DIG 4434C	Narrative Techniques in the Moving Image	3 hrs
DIG 4451C	Visual Storytelling and Visual Development Workshop	3 hrs
DIG 4486C	Visual Language of Moving Image II	3 hrs

### **Experimental Animation 39 hrs**

<b>■ Experimental Animation Core - 18 hours</b>		
ART 3950	Portfolio Review	0 hrs
ART 3643C	Digital Effects & Compositing	3 hrs
DIG 4325C	Look Modeling Workshop	3 hrs
DIG 4326C	Geometrical Modeling Workshop	3 hrs
FIL 3720C	Introduction to Animation	3 hrs
FIL 3734C	Intermediate Animation	3 hrs
<sup>1</sup> ART 4935	BFA Exhibit/Seminar	3 hrs

<sup>1</sup> only offered in Spring semester.

<b>■ Experimental Animation Restricted Electives - 6 hours</b>		
FIL 4735C	Experimental Animation	3 hrs
FIL 4750C	Experimental Animation Workshop	3 hrs
<b>■ Experimental Animation Restricted Electives - 15 hours</b>		
Complete 15 hours of credits from the following areas: 15 15 hrs		
hours required outside the specialization area from 3000 or 4000 ART, ARH, GRA, DIG courses or any 3000 or 4000 level courses approved by the School		

### **6. Capstone Requirements**

- None

### **7. Foreign Language Requirements**

#### **Admissions**

- Met by graduation requirement

#### **Graduation**

■ Proficiency equivalent to one year of college instruction in a single foreign language taught by the Department of Modern Languages and Literatures or Judaic Studies. Standardized examinations for foreign languages may be used to meet the requirement.

### **8. Electives**

- Unrestricted electives - credit hours varies with specialization. (A maximum of six hours of Independent Study, Directed Research, or Internship permitted)
- Electives may be taken in allied programs such as Art, Music, Philosophy, English, Film, Communication, Computer Science, etc. as approved by the School.

### **9. Additional Requirements**

- None

### **10. Required Minors**

- None

### **11. Departmental Exit Requirements**

- Achieve at least a "B" (3.0) GPA in all major requirements.

### **12. University Minimum Exit Requirements**

- A 2.0 UCF GPA
- 60 semester hours earned after CLEP awarded
- 48 semester hours of upper division credit completed
- 30 of the last 39 hours of course work must be completed in residency at UCF.
- A maximum of 45 hours of extension, correspondence, CLEP, Credit by Exam, and Armed Forces credits permitted.
- Complete the General Education Program, the Gordon Rule, and nine hours of Summer credit.

### **Total Semester Hours Required**

- 120

### **Honors In Major**

■ Students interested in completing Honors in the Major should contact their program advisor. More information about Honors in the Major can be found at <http://research.honors.ucf.edu/honors-in-the-major>.

### **Related Programs**

- Art
- English - Technical Communication

### **Certificates**

- None

### **Related Minors**

- Art - Studio
- Information Technology
- Computer Science
- English - Technical Communication
- Film - Cinema Studies
- Music

### **Advising Notes**

- <http://svad.cah.ucf.edu/students>
- [svadadvising@ucf.edu](mailto:svadadvising@ucf.edu)

### **Transfer Notes**

- Grades less than a "C" (2.0) are not accepted.
- Lower division courses do not substitute for upper division courses.
- Courses transferred from private and out-of-state schools must be evaluated for equivalency credit. The student must provide all supporting information.

### **Acceptable Substitutes for Transfer Courses**

- None

### **Plan of Study**

- None

### **Character Animation**

<b>Freshman Year - Fall</b>		<b>15 hrs</b>
ARH 2050	History of Western Art I	3 hrs
ART 2201C	Design Fundamentals-Two Dimensional	3 hrs
ENC 1101	Composition I	3 hrs
MAC 1105C	College Algebra	3 hrs
GEP Science Foundation		3 hrs

<b>Freshman Year - Spring</b>		<b>16 hrs</b>
ARH 2051	History of Western Art II	3 hrs
ART 2203C	Design Fundamentals-Three Dimensional	3 hrs
ART 2300C	Drawing Fundamentals I	3 hrs
COP 2500C	Concepts in Computer Science	4 hrs
ENC 1102	Composition II	3 hrs

<b>Freshman Year - Summer</b>		<b>9 hrs</b>
GEP Communication Foundation		3 hrs
GEP Cultural & Historical Foundation		3 hrs
GEP Science Foundation		3 hrs

<b>Sophomore Year - Fall</b>		<b>15 hrs</b>
ART 2301C	Drawing Fundamentals II	3 hrs
DIG 2000	Introduction to Digital Media	3 hrs
DIG 2030	Digital Video Fundamentals	3 hrs
DIG 2109	Digital Imaging Fundamentals	3 hrs
DIG 2500	Fundamentals of Interactive Design	3 hrs

<b>Sophomore Year - Spring</b>		<b>15 hrs</b>
DIG 3024	Digital Cultures & Narrative	3 hrs
DIG 3480	Computer as a Medium	3 hrs
DIG 3525	Digital Media Production I	3 hrs
DIG 4780C	Modeling for Realtime Systems	3 hrs
GRA 2101C	Introduction to Computer Art	3 hrs

<b>Sophomore Year - Summer</b>		<b>6 hrs</b>
GEP Social Foundation		3 hrs
GEP Social Foundation		3 hrs

<b>Junior Year - Fall</b>		<b>12 hrs</b>
ART 3643C	Digital Effects & Compositing	3 hrs
DIG 3355C	Artificial Environments and Effects	3 hrs
DIG 3433C	Visual Storytelling and Visual Development	3 hrs
DIG 3951	Character Animation Portfolio Review	0 hrs
FIL 3720C	Introduction to Animation	3 hrs

<b>Junior Year - Spring</b>		<b>15 hrs</b>
DIG 4325C	Look Modeling Workshop	3 hrs
DIG 4326C	Geometrical Modeling Workshop	3 hrs
DIG 4359C	Artificial Environments and Effects Workshop	3 hrs
DIG 4451C	Visual Storytelling and Visual Development Workshop	3 hrs
FIL 3734C	Intermediate Animation	3 hrs

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<b>Junior Year - Summer</b>	<b>8 hrs</b>		
Foreign Language Elementary Level I	4 hrs		
Foreign Language Elementary Level II	4 hrs		
<b>Senior Year - Fall</b>	<b>12 hrs</b>		
DIG 4206C New Imagery in Motion Workshop	3 hrs		
DIG 4486C Visual Language of Moving Image II	3 hrs		
Any 2000-400 Level Art Studio or Media Course	3 hrs		
Elective	3 hrs		
<b>Senior Year - Spring</b>	<b>12 hrs</b>		
DIG 4394C Motion Graphics: Advanced Compositing	3 hrs		
DIG 4434C Narrative Techniques in the Moving Image	3 hrs		
Elective	3 hrs		
Elective	3 hrs		
<b>Experimental Animation</b>			
<b>Freshman Year - Fall</b>	<b>15 hrs</b>		
ARH 2050 History of Western Art I	3 hrs		
ENC 1101 Composition I	3 hrs		
MAC 1105C College Algebra	3 hrs		
GEP Social Foundation	3 hrs		
GEP Social Foundation	3 hrs		
<b>Freshman Year - Spring</b>	<b>16 hrs</b>		
ARH 2051 History of Western Art II	3 hrs		
ART 2201C Design Fundamentals-Two Dimensional	3 hrs		
COP 2500C Concepts in Computer Science	4 hrs		
DIG 2000 Introduction to Digital Media	3 hrs		
ENC 1102 Composition II	3 hrs		
<b>Freshman Year - Summer</b>	<b>6 hrs</b>		
GEP Communication Foundation	3 hrs		
GEP Cultural & Historical Foundation	3 hrs		
<b>Sophomore Year - Fall</b>	<b>15 hrs</b>		
ART 2203C Design Fundamentals-Three Dimensional	3 hrs		
ART 2300C Drawing Fundamentals I	3 hrs		
DIG 2030 Digital Video Fundamentals	3 hrs		
DIG 2109 Digital Imaging Fundamentals	3 hrs		
DIG 2500 Fundamentals of Interactive Design	3 hrs		
<b>Sophomore Year - Spring</b>	<b>12 hrs</b>		
ART 2301C Drawing Fundamentals II	3 hrs		
DIG 4780C Modeling for Realtime Systems	3 hrs		
DIG 3480 Computer as a Medium	3 hrs		
GRA 2101C Introduction to Computer Art	3 hrs		
<b>Sophomore Year - Summer</b>	<b>6 hrs</b>		
GEP Science Foundation	3 hrs		
GEP Science Foundation	3 hrs		
<b>Junior Year - Fall</b>	<b>15 hrs</b>		
ART 3643C Digital Effects & Compositing	3 hrs		
ART 3950 Portfolio Review	0 hrs		
DIG 3024 Digital Cultures & Narrative	3 hrs		
DIG 4325C Look Modeling Workshop	3 hrs		
DIG 4326C Geometrical Modeling Workshop	3 hrs		
FIL 3720C Introduction to Animation	3 hrs		
<b>Junior Year - Spring</b>	<b>15 hrs</b>		
DIG 3525 Digital Media Production I	3 hrs		
FIL 3734C Intermediate Animation	3 hrs		
Any 2000-4000 Level Art Studio or Media Course	3 hrs		
Restricted Elective	3 hrs		
Restricted Elective	3 hrs		
<b>Junior Year - Summer</b>	<b>4 hrs</b>		
Foreign Language Elementary Level I	4 hrs		
<b>Senior Year - Fall</b>	<b>13 hrs</b>		
FIL 4735C Experimental Animation	3 hrs		
Restricted Elective	3 hrs		
Restricted Elective	3 hrs		
Foreign Language Elementary Level II	4 hrs		
<b>Senior Year - Spring</b>	<b>12 hrs</b>		
ART 4935 BFA Exhibit/Seminar	3 hrs		
FIL 4750C Experimental Animation Workshop	3 hrs		
Restricted Elective	3 hrs		
Restricted Elective	3 hrs		
<b>Graphic Design</b>			
<b>Freshman Year - Fall</b>	<b>15 hrs</b>		
ARH 2050 History of Western Art I	3 hrs		
ENC 1101 Composition I	3 hrs		
MAC 1105C College Algebra	3 hrs		
GEP Cultural & Historical Foundation	3 hrs		
GEP Social Foundation	3 hrs		
<b>Freshman Year - Spring</b>	<b>13 hrs</b>		
ARH 2051 History of Western Art II	3 hrs		
COP 2500C Concepts in Computer Science	4 hrs		
ENC 1102 Composition II	3 hrs		
GEP Social Foundation	3 hrs		
<b>Freshman Year - Summer</b>	<b>6 hrs</b>		
GEP Science Foundation	3 hrs		
GEP Science Foundation	3 hrs		
<b>Sophomore Year - Fall</b>	<b>15 hrs</b>		
ART 2201C Design Fundamentals-Two Dimensional	3 hrs		
ART 2300C Drawing Fundamentals I	3 hrs		
DIG 2000 Introduction to Digital Media	3 hrs		
GRA 2101C Introduction to Computer Art	3 hrs		
GEP Communication Foundation	3 hrs		
<b>Sophomore Year - Spring</b>	<b>15 hrs</b>		
ART 2203C Design Fundamentals-Three Dimensional	3 hrs		
ART 2301C Drawing Fundamentals II	3 hrs		
DIG 2030 Digital Video Fundamentals	3 hrs		
DIG 2109 Digital Imaging Fundamentals	3 hrs		
DIG 2500 Fundamentals of Interactive Design	3 hrs		
<b>Sophomore Year - Summer</b>	<b>8 hrs</b>		
Foreign Language Elementary Level I	4 hrs		
Foreign Language Elementary Level II	4 hrs		
<b>Junior Year - Fall</b>	<b>12 hrs</b>		
DIG 3480 Computer as a Medium	3 hrs		
GRA 3102C Intermediate Graphic Design I	3 hrs		
GRA 3202C Type & Design	3 hrs		
GRA 3950 Graphic Design Portfolio Application	0 hrs		
Any 2000-4000 Level Art Studio or Media Course	3 hrs		
<b>Junior Year - Spring</b>	<b>15 hrs</b>		
DIG 4780C Modeling for Realtime Systems	3 hrs		
GRA 3112C Intermediate Graphic Design II	3 hrs		
GRA 3803C Intermediate Computer Graphic Design	3 hrs		
Restricted Elective	3 hrs		
ARH Upper Level Restricted Elective	3 hrs		
<b>Senior Year - Fall</b>	<b>15 hrs</b>		
DIG 3024 Digital Cultures & Narrative	3 hrs		
GRA 4196C Advanced Graphic Design	3 hrs		
ARH Upper Level Restricted Elective	3 hrs		
Restricted Elective	3 hrs		
Restricted Elective	3 hrs		
<b>Senior Year - Spring</b>	<b>12 hrs</b>		
DIG 3525 Digital Media Production I	3 hrs		
GRA 4197C Special Problems in Graphic Design	3 hrs		
Restricted Elective	3 hrs		
ARH Upper Level Restricted Elective	3 hrs		
<b>Program Academic Learning Compacts</b>			
■ Program Academic Learning Compacts (student learning outcomes) for undergraduate programs are located at:			
<a href="http://www.oegas.ucf.edu/alc/academic_learning_compacts.htm">http://www.oegas.ucf.edu/alc/academic_learning_compacts.htm</a>			
<b>Equipment Fees</b>			
■ Part-Time Student: \$31.50 per term			
■ Full-Time Student: \$63 per term			