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

College of Arts and Humanities
School of Visual Arts and Design,
Visual Arts Building, Room: 117
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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

- Character Animation Basic Concentration - 24 hours

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**

- Experimental Animation Core - 18 hours

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
[1] ART 4935	BFA Exhibit/Seminar	3 hrs

[1] only offered in Spring semester.

- Experimental Animation Restricted Electives - 6 hours

FIL 4735C	Experimental Animation	3 hrs
FIL 4750C	Experimental Animation Workshop	3 hrs

- Experimental Animation Restricted Electives - 15 hours

Complete 15 hours of credits from the following areas: 15 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	15 hrs

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

- None

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

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

Freshman Year - Fall		**15 hrs**
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

Freshman Year - Spring		**16 hrs**
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

Freshman Year - Summer	**9 hrs**
GEP Communication Foundation	3 hrs
GEP Cultural & Historical Foundation	3 hrs
GEP Science Foundation	3 hrs

Sophomore Year - Fall		**15 hrs**
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

Sophomore Year - Spring		**15 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
GRA 2101C	Introduction to Computer Art	3 hrs

Sophomore Year - Summer	**6 hrs**
GEP Social Foundation	3 hrs
GEP Social Foundation	3 hrs

Junior Year - Fall		**12 hrs**
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

Junior Year - Spring		**15 hrs**
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

Junior Year - Summer	**8 hrs**
Foreign Language Elementary Level I	4 hrs
Foreign Language Elementary Level II	4 hrs

Senior Year - Fall		12 hrs
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

Senior Year - Spring		12 hrs
DIG 4394C	Motion Graphics: Advanced Compositing	3 hrs
DIG 4434C	Narrative Techniques in the Moving Image	3 hrs
Elective		3 hrs
Elective		3 hrs

Experimental Animation

Freshman Year - Fall		15 hrs
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

Freshman Year - Spring		16 hrs
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

Freshman Year - Summer		6 hrs
GEP Communication Foundation		3 hrs
GEP Cultural & Historical Foundation		3 hrs

Sophomore Year - Fall		15 hrs
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

Sophomore Year - Spring		12 hrs
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

Sophomore Year - Summer		6 hrs
GEP Science Foundation		3 hrs
GEP Science Foundation		3 hrs

Junior Year - Fall		15 hrs
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

Junior Year - Spring		15 hrs
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

Junior Year - Summer		4 hrs
Foreign Language Elementary Level I		4 hrs

Senior Year - Fall		13 hrs
FIL 4735C	Experimental Animation	3 hrs
Restricted Elective		3 hrs
Restricted Elective		3 hrs
Foreign Language Elementary Level II		4 hrs

Senior Year - Spring		12 hrs
ART 4935	BFA Exhibit/Seminar	3 hrs
FIL 4750C	Experimental Animation Workshop	3 hrs
Restricted Elective		3 hrs
Restricted Elective		3 hrs

Graphic Design

Freshman Year - Fall		15 hrs
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

Freshman Year - Spring		13 hrs
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

Freshman Year - Summer		6 hrs
GEP Science Foundation		3 hrs
GEP Science Foundation		3 hrs

Sophomore Year - Fall		15 hrs
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

Sophomore Year - Spring		15 hrs
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

Sophomore Year - Summer		8 hrs
Foreign Language Elementary Level I		4 hrs
Foreign Language Elementary Level II		4 hrs

Junior Year - Fall		12 hrs
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

Junior Year - Spring		15 hrs
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		

Senior Year - Fall		15 hrs
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

Senior Year - Spring		12 hrs
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

Program Academic Learning Compacts

- Program Academic Learning Compacts (student learning outcomes) for undergraduate programs are located at: *http://www.oeas.ucf.edu/alc/academic_learning_compacts.htm*

Equipment Fees

- Part-Time Student: $31.50 per term
- Full-Time Student: $63 per term