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

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.

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

2. 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

3. Core Requirements: Basic Level (12 hrs)
   - COP 2500C Concepts in Computer Science 3 hrs
   - MAC 1105C College Algebra 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

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 3550 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
     - 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

UNIVERSITY OF CENTRAL FLORIDA

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## UCF Degree Programs

### 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
  - FIL 4780C Experimental Animation Workshop 3 hrs
- **Experimental Animation Restricted Electives - 6 hours**
  - ART 4935 BFA Exhibit/Seminar 3 hrs
- **Experimental Animation Core - 18 hours**
  - FIL 4735C Experimental Animation 3 hrs
  - FIL 4750C Experimental Animation Workshop 3 hrs
- **Experimental Animation Restricted Electives - 6 hours**
  - FIL 4735C Experimental Animation Workshop 3 hrs
  - FIL 4750C Experimental Animation Workshop 3 hrs

### Plan of Study

**Sophomore Year - Fall**
- 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

**Sophomore Year - Spring**
- 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

**Junior Year - Fall**
- DIG 3433C Visual Storytelling and Visual Development 3 hrs
- DIG 4325C Geometrical Modeling Workshop 3 hrs
- DIG 4359C Artificial Environments and Effects 3 hrs
- FIL 3734C Intermediate Animation 3 hrs

**Junior Year - Spring**
- DIG 4326C Geometrical Modeling Workshop 3 hrs
- DIG 4395C Character Animation Portfolio Review 0 hrs
- FIL 3720C Introduction to Animation 3 hrs

**Senior Year - Fall**
- DIG 4486C Visual Language of Moving Image II 3 hrs
- DIG 4451C Visual Storytelling and Visual Development 3 hrs
- FIL 3734C Intermediate Animation 3 hrs

**Senior Year - Spring**
- DIG 4206C New Imagery in Motion Workshop 3 hrs
- DIG 4325C Look Modeling Workshop 3 hrs
- DIG 4394C Motion Graphics: Advanced Compositing 3 hrs
- FIL 4750C Experimental Animation Workshop 3 hrs

### 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

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

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**Undergraduate Catalog 2017-2018**
<table>
<thead>
<tr>
<th>Year</th>
<th>Courses</th>
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<tbody>
<tr>
<td>Freshman Year - Summer</td>
<td>Foreign Language Elementary Level I 4 hrs, Foreign Language Elementary Level II 4 hrs</td>
</tr>
<tr>
<td>Senior Year - Fall</td>
<td>DIG 4206C New Imagery in Motion Workshop 3 hrs, DIG 4488C Visual Language of Moving Image II 3 hrs, Any 2000-4000 Level Art Studio or Media Course 3 hrs, Elective 3 hrs</td>
</tr>
<tr>
<td>Senior Year - Spring</td>
<td>DIG 4394C Motion Graphics: Advanced Compositing 3 hrs, DIG 4434C Narrative Techniques in the Moving Image Elective 3 hrs, Elective 3 hrs</td>
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<tr>
<td>Freshman Year - Fall</td>
<td>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</td>
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<tr>
<td>Freshman Year - Spring</td>
<td>ARH 2051 History of Western Art II 3 hrs, COP 2500C Concepts in Computer Science 4 hrs, ENC 1102 Composition II 3 hrs, GRA 2101C Introduction to Computer Art 3 hrs, GEP Communication Foundation 3 hrs</td>
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<tr>
<td>Sophomore Year - Fall</td>
<td>ART 2203C 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</td>
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<td>Sophomore Year - Spring</td>
<td>ART 2203C Design Fundamentals-Two 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</td>
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<td>Senior Year - Fall</td>
<td>DIG 3024 Digital Cultures &amp; 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</td>
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<td>Senior Year - Spring</td>
<td>DIG 3525 Digital Media Production I 3 hrs, GRA 4197C Special Problems in Graphic Design 3 hrs, ARH Upper Level Restricted Elective 3 hrs</td>
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<td>Program Academic Learning Compacts</td>
<td>Program Academic Learning Compacts (student learning outcomes) for undergraduate programs are located at: <a href="http://www.oeyes.ucf.edu/alcacademic_learning_compacts.htm">http://www.oeyes.ucf.edu/alcacademic_learning_compacts.htm</a></td>
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<tr>
<td>Equipment Fees</td>
<td>Part-Time Student: $31.50 per term, Full-Time Student: $63 per term</td>
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