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

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
   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 3550 Graphic Design Portfolio Application 0 hrs
    - Intermediate Graphic Design I 3 hrs
    - Intermediate Graphic Design II 3 hrs
    - Intermediate Computer Graphic Design 3 hrs
    - Advanced Graphic Design 3 hrs
    - Special Problems in Graphic Design 3 hrs
    - Type & Design 3 hrs
  - Character Animation
    - 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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- 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 4466C - Visual Language of Moving Image II: 3 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 3725C - Intermediate Animation: 3 hrs
- 1 ART 4935 - BFA Exhibit/Seminar: 3 hrs

**Experimental Animation Restricted Electives - 15 hours**
- Complete 15 hours of credits from the following areas: 15 to 15 hrs
- Only offered in Spring semester.

**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.

**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.

**Additional Requirements**
- None

**Required Minors**
- None

**Departmental Exit Requirements**
- Achieve at least a “B” (3.0) GPA in all major requirements.

**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

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**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**
- 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**
- 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**
- GEP Communication Foundation: 3 hrs
- GEP Cultural & Historical Foundation: 3 hrs
- GEP Science Foundation: 3 hrs

**Sophomore Year - Fall**
- 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**
- 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**
- GEP Social Foundation: 3 hrs
- GEP Social Foundation: 3 hrs

**Junior Year - Fall**
- 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**
- 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**
- Foreign Language Elementary Level I: 4 hrs
- Foreign Language Elementary Level II: 4 hrs

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**Freshman Year - Fall**
- 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**
- 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**
- GEP Science Foundation 3 hrs
- GEP Science Foundation 3 hrs

**Sophomore Year - Fall**
- 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**
- ART 2203C Design Fundamentals-Three Dimensional 3 hrs
- ART 2301C Drawing Fundamentals II 3 hrs
- DIG 2109 Digital Imaging Fundamentals 3 hrs
- DIG 2500 Fundamentals of Interactive Design 3 hrs
- GEP Cultural & Historical Foundation 3 hrs

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

**Junior Year - Fall**
- 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**
- 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

**Senior Year - Fall**
- 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
- ARH Upper Level Restricted Elective 3 hrs

**Senior Year - Spring**
- 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

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