

2026-2027

Academic Worksheet

ANIMATION + VFX (BFA)

GENERAL EDUCATION	Core Competencies	
	Breadth	
	Principles	

Name	
ID#	Matriculated
Minimum Unit Requirement	120
Major	80
General Education	37
Unrestricted Electives	3
Preparatory Requirements	
WRIT 114 Academic Writing Workshop	0
MATH 100 Pre-Statistics	3

Minor Requirements

Minor Program	
Course	Semester
Course	Semester
Course	Semester
Course	Semester
Course	Semester
Course	Semester

1st YEAR	Fall			WU	TRANSFER
	AVFX 100	Animation Principles 1	3		
	AVFX 103	Industry Insiders	1		
	FOUN 101	Beginning Drawing	3		
	FOUN 102	Design and Composition	3		
	WRIT 113	First-Year Academic Writing	3		
	Spring				
	AVFX 101	Animation Principles 2	3		
	AVFX 161	Introduction to Digital Media	3		
	FOUN 105	Introduction to Figure Drawing	3		
		Humanities Elective	3		
	LSCI	Information Theory Elective	1		
	MDST 120	Public Speaking	3		

2nd YEAR	Fall			WU	TRANSFER
	AVFX 246	History of Animation + VFX	3		
	AVFX 262	3D Animation I	3		
	AVFX 263	Stop Motion Animation	3		
	MATH 2	Mathematics Elective	3		
	INDS 1	Interdisciplinary Core Elective	3		
	Spring				
	AVFX 210	Art Symposia	1		
	AVFX 211	Storyboarding 1	3		
	AVFX 264	3D Animation 2	3		
	FOUN 107	Gesture Drawing	3		
		Natural Science with Lab	3		
	MDST 235	Media Ethics	3		

3rd YEAR	Fall			WU	TRANSFER
	AVFX 310	Production Design	3		
	AVFX 320	Figure and Animal Drawing	3		
	AVFX 350	Junior Thesis	3		
		Art History Elective	3		
	WRIT 313	Advanced Academic Writing	3		
	Spring				
	AVFX 300	Acting in Animation	3		
	AVFX 380	Animation Thesis 1	3		
		Animation + VFX Elective	3		
		Art History Elective	3		
	CAREER	Work Experience	0		
	INDS 3	UD Interdisciplinary Elective	3		

4th YEAR	Fall			WU	TRANSFER
	AVFX 485	Animation Thesis 2	3		
	AVFX 495	Portfolio Production	3		
	3	UD Art History Elective	3		
		Social Science Elective	3		
	ENVT 220	Environmental Studies	3		
	Spring				
	AVFX 430	Figure Drawing Workshop	3		
	AVFX 486	Animation Thesis 3	3		
		Animation + VFX Elective	3		
		General Education Elective	3		
		Unrestricted Elective	3		