

# Bachelor of Arts in Animation

**Note:** All bachelor's degree students are required to complete the general education requirements, at least one major course of study, and enough electives to total a minimum of 120 semester hours of credit.

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## General Education Courses (33-34 Credit Hours)

General education is composed of a Christian liberal arts core curriculum that seeks to transform students to think, live and serve as Christian leaders in the 21st century. General education courses are carefully designed with job preparation in mind, aiming at helping students develop the important career skills that employers are looking for.

All students (online and campus) are educated to be competent in the following areas:

### Biblical Worldview

- GENE 100 – Making of the Christian Mind (3)
- GENE 402 – Making of the Christian Leader (3)

### Communication

- COMM 110 – Public Speaking (3) (Campus Students ONLY) or UNIV 100 – Regent Foundations of Success (3) (Online Students ONLY)
- ENGL 101 – English Composition (3)

### Critical Thinking and Moral Reasoning

- GENE 250 – Making of the Christian Life (3)
- ENGL 102 – Research and Academic Writing (3)

### Quantitative & Scientific Literacy

- Math Course (3-4) (see Degree Works for options)
- Science Course (3-4) (see Degree Works for options)

### Cultural Foundations

- ENGL 205 – Literature of the Western World (3)
- Economics Course (3) (see Degree Works for options)
- History or Government Course (3) (see Degree Works for options)

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**Campus Students ONLY:** On-campus students are required to complete an additional 15 credits hours in one of the following two areas. Honors College courses are only available to students accepted into this program.

### Christianity & Culture

- BIBL 105 – Introduction to the Bible (3)
- BIBL 106 – Christian Doctrine (3)
- GENE 150 – The Good, True, and Beautiful (3)
- HIST 207 – Western Civilization I (3)
- HIST 208 – Western Civilization (3)

### Honors College

- HONS 150 – The Good Person (3)
- HONS 200 – The Great Family (3)
- HONS 250 – The Just Society (3)
- HONS 300 – The Exceptional Country (3)
- HONS 350 – The Flourishing World (3)

## Core Requirements (57 Credit Hours)

- ANIM 100 Fundamentals of Animation (3)
- ANIM 103 Introduction to Digital Art (3)
- ANIM 112 Fundamentals of 2-D Computer Based Animation (3)
- ANIM 115 Intro to Sound and Motion Graphics (3)
- ANIM 203 Introduction to 3-D Animation (3)
- ANIM 210 Writing for Animation (3)
- ANIM 213 Character Design, Rigging, and Animation (3)
- ANIM 222 The Art of the Storyboard (3)
- ANIM 310 Business Planning for Media (3)
- ANIM 314 Advanced 3-D Animation Techniques (3)
- ANIM 340 History of Animation (3)
- ANIM 400 Portfolio Preparation (3)
- ANIM 413 Motion Graphics for Film and Television (3)
- ANIM 415 Animation in 3-D (3)
- ANIM 450 Digital Special Effects for Film and Television (3)
- ANIM 496 Culminating Project (3)
- ARTA 120 Introduction to Drawing (3)
- ARTA 201 Comparative Anatomy and Figure Drawing (3)
- ARTA 312 3-D Design Methods (3)

*Choose 6 credit hours from the following electives:*

- ANIM 218 Adv 2-D Comp Anim Tech (3)
- ANIM 480 Production Practicum (3) (*maximum 6 credit hours*)
- ANIM 489 Workshop (3)
- ARTA 320 Painting (3)
- ARTA 401 Advanced Drawing (3)

*In addition, students may take a minimum of 1 credit hour (maximum 6 credit hours) of ANIM 495 Internship, in the field of study.*

### Notes:

- A minimum cumulative GPA of 2.0 is required to graduate and maintain good academic standing. Some majors also require a minimum grade in all major courses. Please see Degree Works or the Undergraduate Catalog for these specifics.
- 50% of all major requirements must be taken at Regent University.
- Please reference Degree Works for course pre-requisite information.
- As a general rule of thumb, 100 and 200 level courses should be taken prior to upper level (300 and 400) level courses.