



School of Communications

## BA in Animation Sample Transfer Course Sequence

Students should consult with their advisor to determine their plan of study.

Students must take 120 credit hours to graduate with an average of 15 credit hours per semester.

Students with an Associate in Arts (A.A.) from a regionally accredited institution will have fulfilled all of Webster University's general education requirements.

Students must enroll in Animation I their first semester in order to graduate in two years.

Course	Year 1		Year 2		Total
	FA	SP	FA	SP	
Major Coursework					
ANIM 1000 Animation I	3				3
MEDC 1630 Media Literacy	3				3
ART 1110 Introduction to Drawing	3				3
FLST 2070 History of Animation	3				3
FTVP 1400 Graphics and Effects	3				3
ANIM 1010 Animation II		3			3
ANIM 1040 Storyboarding		3			3
FLST 2060 Modern World Cinema		3			3
SCPT 3500 Writing Screenplays for Film		3			3
ANIM 2000 Advanced Animation			3		3
ANIM 2200 3D Modeling and Texturing			3		3
ANIM 3010 Voicing Your Creation			3		3
ANIM 4010 Character Design				3	3
ANIM 4620 Senior Overview or MEDC 4950 Professional Practicum				3	3
ANIM 4700 Professional Development in Animation				3	3
In-Major Electives	0	3	6	3	12
Total Credits for Major					57
University Coursework					
GCP Courses					
KEYS 4xxx – Keystone Course				3	3
General Electives (maybe in Major)				0	0
Total Credits Per Semester	15	15	15	15	60 (120 total credit hours including transfer hours)