# Media Arts & Animation

**BACHELOR OF FINE ARTS – 180 CREDITS**

## PROGRAM FOCUS

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## GENERAL EDUCATION

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## Start Date

Please see our Student Consumer Information page to find the acceptance time to completion for our undergraduate programs. Students who do not complete their program within their acceptance time to completion may be subject to additional fees and requirements. Students should contact their advisor to explore options for transferring completed coursework or applying for a deferral. In cases where a student is not able to complete their program within the acceptance time to completion, the student must meet with their advisor to discuss options and plan for a potential extension of time to completion.

## Length of Quarter

Please visit our Student Consumer Information page for program duration, tuition, fees, and other costs, median debt, salary data, alumni success, and other important info. STUDENT CONSUMER INFORMATION: http://www.artinstitutes.edu/nashville/student-consumer-information/overview.aspx

**This is a sample schedule only. Schedule subject to change without notice at the discretion of the school. 07/2015**

The Art Institute of Tennessee – Nashville is a branch campus of The Art Institute of Atlanta. The Art Institute of Atlanta is accredited by the Southern Association of Colleges and Schools Commission on Colleges to award baccalaureate and associate degrees. Contact the Commission on Colleges at 1866 Southern Lane, Decatur, Georgia 30033-4097 or call 404.679.4500 for questions about the accreditation of The Art Institute of Atlanta.
MAAB102 ANIMATION PRINCIPLES
This introductory course explores the principles of design, and introduces and develops the creative process. Design elements and relationships are identified and employed to establish a basis for aesthetic sensibility and critical analysis. Design is presented as a tool of communication. [Credit: 4]

MAAB111 MAJOR MASSES ORGANIZED BY GESTURAL LINE
This course introduces students to the principles of animation and the human body, based on gestural line. The course will focus on an interpretation of the human body, based on their drawing skills. Course will focus on understanding the linear aspects of the body, and the use of tone, light, and shadow. [Credit: 4]

MAAB150 OBSERVATIONAL DRAWING
This course involves the observation and translation of three-dimensional forms into two-dimensional drawings. Starting with simple shapes and progressing to more complex organic forms, students build skill levels in composition and line interpretation of the human body, based on their drawing skills. Course will focus on developing an understanding of the body, based on their observation skills. [Credit: 4]

MAAB202 CHARACTER & TECHNICAL MODELING
This course involves the observation and translation of three-dimensional forms into two-dimensional drawings. Starting with simple shapes and progressing to more complex organic forms, students build skill levels in composition and line interpretation of the human body, based on their drawing skills. Course will focus on developing an understanding of the body, based on their observation skills. [Credit: 4]

MAAB204 ACTING & MOVEMENT FOR ANIMATORS
This course introduces students to the principles of animation and the human body, based on gestural line. The course will focus on understanding the linear aspects of the body, and the use of tone, light, and shadow. [Credit: 4]

MAAB205 ANIMATION STUDIO
This course introduces students to the principles of animation and the human body, based on gestural line. The course will focus on understanding the linear aspects of the body, and the use of tone, light, and shadow. [Credit: 4]

MAAB213 ADVANCED LIGHTING & TEXTURING
This course introduces students to the principles of animation and the human body, based on gestural line. The course will focus on understanding the linear aspects of the body, and the use of tone, light, and shadow. [Credit: 4]

MAAB221 CHARACTERS & OBJECT DESIGN
This course introduces students to the principles of animation and the human body, based on gestural line. The course will focus on understanding the linear aspects of the body, and the use of tone, light, and shadow. [Credit: 4]

MAAB222 PERSPECTIVE DRAWING
This course introduces students to the principles of animation and the human body, based on gestural line. The course will focus on understanding the linear aspects of the body, and the use of tone, light, and shadow. [Credit: 4]

MAAB223 CHARACTERS & TECHNICAL MODELING
This course involves the observation and translation of three-dimensional forms into two-dimensional drawings. Starting with simple shapes and progressing to more complex organic forms, students build skill levels in composition and line interpretation of the human body, based on their drawing skills. Course will focus on developing an understanding of the body, based on their observation skills. [Credit: 4]

MAAB224 COMPOSING FOR DIGITAL FILM
Students in this course learn the concepts, techniques, and vocabulary of compositing. Students learn to create digital images through the manipulation of color, light, and movement. Course will focus on developing an understanding of the body, based on their observation skills. [Credit: 4]

MAAB225 PERSPECTIVE DRAWING
This course introduces students to the principles of animation and the human body, based on gestural line. The course will focus on understanding the linear aspects of the body, and the use of tone, light, and shadow. [Credit: 4]

MAAB226 MAPPING & LIGHTING
This course introduces students to the principles of animation and the human body, based on gestural line. The course will focus on understanding the linear aspects of the body, and the use of tone, light, and shadow. [Credit: 4]

MAAB227 3D CHARACTERS
This course introduces students to the principles of animation and the human body, based on gestural line. The course will focus on understanding the linear aspects of the body, and the use of tone, light, and shadow. [Credit: 4]

MAAB231 ANIMATION STUDIO
This course introduces students to the principles of animation and the human body, based on gestural line. The course will focus on understanding the linear aspects of the body, and the use of tone, light, and shadow. [Credit: 4]

MAAB232 ANIMATION STUDIO
This course introduces students to the principles of animation and the human body, based on gestural line. The course will focus on understanding the linear aspects of the body, and the use of tone, light, and shadow. [Credit: 4]

MAAB233 DYNAMICS & SIMULATION
This course introduces students to the principles of animation and the human body, based on gestural line. The course will focus on understanding the linear aspects of the body, and the use of tone, light, and shadow. [Credit: 4]

MAAB234 PRE-PRODUCTION TEAM
This course involves the observation and translation of three-dimensional forms into two-dimensional drawings. Starting with simple shapes and progressing to more complex organic forms, students build skill levels in composition and line interpretation of the human body, based on their drawing skills. Course will focus on developing an understanding of the body, based on their observation skills. [Credit: 4]

MAAB235 SHORT FORMAT STORYTELLING
This course involves the observation and translation of three-dimensional forms into two-dimensional drawings. Starting with simple shapes and progressing to more complex organic forms, students build skill levels in composition and line interpretation of the human body, based on their drawing skills. Course will focus on developing an understanding of the body, based on their observation skills. [Credit: 4]

MAAB236 ADVANCED ILLUSTRATION FOR PRODUCTION
This course involves the observation and translation of three-dimensional forms into two-dimensional drawings. Starting with simple shapes and progressing to more complex organic forms, students build skill levels in composition and line interpretation of the human body, based on their drawing skills. Course will focus on developing an understanding of the body, based on their observation skills. [Credit: 4]

MAAB237 EMERGING TECHNOLOGIES FOR ANIMATION
This course involves the observation and translation of three-dimensional forms into two-dimensional drawings. Starting with simple shapes and progressing to more complex organic forms, students build skill levels in composition and line interpretation of the human body, based on their drawing skills. Course will focus on developing an understanding of the body, based on their observation skills. [Credit: 4]

MAAB238 3D CHARACTER DESIGN
This course involves the observation and translation of three-dimensional forms into two-dimensional drawings. Starting with simple shapes and progressing to more complex organic forms, students build skill levels in composition and line interpretation of the human body, based on their drawing skills. Course will focus on developing an understanding of the body, based on their observation skills. [Credit: 4]

MAAB239 COMPOSING FOR DIGITAL FILM
Students in this course learn the concepts, techniques, and vocabulary of compositing. Students learn to create digital images through the manipulation of color, light, and movement. Course will focus on developing an understanding of the body, based on their observation skills. [Credit: 4]

MAAB240 ACTING & MOVEMENT FOR ANIMATORS
This course introduces students to the principles of animation and the human body, based on gestural line. The course will focus on understanding the linear aspects of the body, and the use of tone, light, and shadow. [Credit: 4]

MAAB241 3D CHARACTER RIGGING
This course involves the observation and translation of three-dimensional forms into two-dimensional drawings. Starting with simple shapes and progressing to more complex organic forms, students build skill levels in composition and line interpretation of the human body, based on their drawing skills. Course will focus on developing an understanding of the body, based on their observation skills. [Credit: 4]

MAAB242 COMPOSING FOR DIGITAL FILM
Students in this course learn the concepts, techniques, and vocabulary of compositing. Students learn to create digital images through the manipulation of color, light, and movement. Course will focus on developing an understanding of the body, based on their observation skills. [Credit: 4]

MAAB243 STORYBOARDING & ANIMICS
This course involves the observation and translation of three-dimensional forms into two-dimensional drawings. Starting with simple shapes and progressing to more complex organic forms, students build skill levels in composition and line interpretation of the human body, based on their drawing skills. Course will focus on developing an understanding of the body, based on their observation skills. [Credit: 4]

MAAB244 3D MOLDING & SCULPTING
This course involves the observation and translation of three-dimensional forms into two-dimensional drawings. Starting with simple shapes and progressing to more complex organic forms, students build skill levels in composition and line interpretation of the human body, based on their drawing skills. Course will focus on developing an understanding of the body, based on their observation skills. [Credit: 4]

MAAB245 PRODUCTION TEAM
This course involves the observation and translation of three-dimensional forms into two-dimensional drawings. Starting with simple shapes and progressing to more complex organic forms, students build skill levels in composition and line interpretation of the human body, based on their drawing skills. Course will focus on developing an understanding of the body, based on their observation skills. [Credit: 4]

MAAB246 PRE-PRODUCTION TEAM
This course involves the observation and translation of three-dimensional forms into two-dimensional drawings. Starting with simple shapes and progressing to more complex organic forms, students build skill levels in composition and line interpretation of the human body, based on their drawing skills. Course will focus on developing an understanding of the body, based on their observation skills. [Credit: 4]

MAAB247 LIFE DRAWING & GESTURE
This introductory course on drawing the human body, based on gestural line. The course will focus on an interpretation of the human body, based on their drawing skills. Course will focus on developing an understanding of the body, based on their observation skills. [Credit: 4]

MAAB248 PORTFOLIO PRESENTATION
This course involves the observation and translation of three-dimensional forms into two-dimensional drawings. Starting with simple shapes and progressing to more complex organic forms, students build skill levels in composition and line interpretation of the human body, based on their drawing skills. Course will focus on developing an understanding of the body, based on their observation skills. [Credit: 4]