

Studio Art (BFA) - Animation Concentration

Degree Requirements

General Education Requirements (52-55 Hours)

Area I - Written Composition (2 Courses, 6 Hours)

- A. 3 hours: EH 101
- B. 3 hours: EH 102

Area II - Humanities & Fine Arts (7 Courses, 21 Hours)

- A. 3 hours: CA 110
- B. 3 hours from: EH 215, EH 216, EH 225, EH 226, EH 235, EH 236
- C. 15 hours in Art History: ARH 103, ARH 123, ARH 344, plus 6 hours in elective Art History courses.

Area III – Natural Sciences & Mathematics (3 Courses & Labs, 11-14 Hours)

- A. 3-4 hours from: MA 110, MA 112, MA 113, MA 115, MA 120, MA 125, MA 126, MA 227, MA 237, MA 238
- B. 8-10 hours from: AN 121 & AN 121L, BLY 101 & BLY 101L or BLY 121 & BLY 121L, BLY 102 & BLY 102L or BLY 122 & BLY 122L, BMD 110, BMD 111, CH 101 & CH 101L, CH 103 & CH 103L, CH 131 & CH 131L, CH 132 & CH 132L, GEO 101 & GEO 101L, GEO 102 & GEO 102L, GY 111 & GY 111L, GY 112 & GY 112L, MAS 134 & MAS 134L, PH 101 & PH 101L, PH 104 & PH 104L, PH 114 & PH 114L, PH 115 & PH 115L, PH 201 & PH 201L, PH 202 & PH 202L. Note: BLY 121 and BLY 122 are restricted to Arts and Sciences science majors, Allied Health science majors, Engineering majors, and Computer Science majors. Students cannot receive credit for both BLY 101 and BLY 121 or for both BLY 122 and BLY 102.

Area IV – History, Social & Behavioral Sciences (4 Courses, 12 Hours)

- A. 6 hours from: HY 101 & HY 102, HY 135 & HY 136 or HY 121 & HY 122
- B. 6 hours from: AN 100, AN 101, CA 100, CA 211, CJ 105, ECO 215, ECO 216, GEO 114, GEO 115, GS 101, IS 100, IST 201, NAS 101, PSC 130, PSY 120, PSY 250, SY 109, SY 112. No more than 6 hours in any one discipline may be counted.

Area V (0-23 Hours)

- A. 2 hours from: CAS 100

Students must complete a 6 credit hour sequence either in literature (Area II – EH 215 & EH 216, EH 225 & EH 226, or EH 235 & EH 236) or history (Area IV – HY 101 & HY 102 or HY 135 & HY 136 or HY 121 & HY 122)

Major Requirements (54 Hours)

Studio Art (BFA)- Animation Concentration (7 Courses, 21 Hours)

Art Core Requirements

- A. 6 hours: ARS 121, ARS 122
- B. 6 hours: ARS 123, ARS 124
- C. 6 hours from: ARS 222, ARS 225, ARS 322, ARS 325, ARS 422, ARS 425, ARS 426
- D. 3 hours from: ARS 322, ARS 325, ARS 422, ARS 425, ARS 426

Animation Concentration (11 Courses, 33 Hours)

- A. 21 hours: ARS 200, ARS 201, ARS 202, ARS 204, ARS 301, ARS 302, ARS 304,
- B. 3 hours: ARS 408
- C. 6 hours: ARS 409
- D. 3 hours: ARS 396 (W)

Secondary Concentration Requirements (15 Hours)

A secondary concentration is required for this program.

The secondary concentration is fifteen hours in a studio area different from the student's primary concentration for the BFA in Studio Art. Secondary concentrations are available in Ceramics, Glass, Painting, Photography, Printmaking, Sculpture and Interdisciplinary. Interdisciplinary Secondary concentration consists of 9 credits in one area and 6 credits in any combination of the other.

Additional Information

Requirements For A Double Primary Concentration

In lieu of a secondary concentration, students may complete a second primary concentration. This will require course work in excess of the 121 hours minimum required for the B.F.A. and may delay time to graduation. To complete a Double Primary Concentration, students must complete Primary Concentration requirements in two separate areas including Senior Thesis or Senior Portfolio where applicable.

Requirements For An Optional Minor

In addition to the completion of the Studio Art B.F.A. primary and secondary concentration requirements, students have the option to complete a minor in a discipline outside the department. The addition of a minor will require course work in excess of the 120 hours minimum required for the B.F.A. and may delay time to graduation.

Graduation Plan

Studio Art (BFA) : Animation Concentration (121 Total Hours)

First Year - Fall Semester

Course ID	Course Description	Hours
CAS 100	First Year Experience - College Success	2
ARH 103	Art History I	3
ARS 121	Perceptual Drawing I	3
ARS 123	Two Dimensional Design	3
CA 110	Public Speaking	3
EH 101	English Composition I	3
Total Hours		17

First Year - Spring Semester

Course ID	Course Description	Hours
ARS 122	Perceptual Drawing II	3
ARS 124	Three Dimensional Design	3
MA 110 or MA 112	Finite Mathematics or Precalculus Algebra	3
EH 102	English Composition II	3
ARS 200	Introduction to Animation	3

**Area III, B Lab Science I #1 (or take in the summer) 4

Total Hours 19

Second Year - Fall Semester

Course ID	Course Description	Hours
ARS 201	Two Dimensional Animation I	3
ARS 202	Three Dimensional Animation	3
ARS	Secondary I-#1 of 5	3
ARH 344	Contemporary Art History (Fall only)	3
	Area III, B Lab Science #2	4
Total Hours		16

Second Year - Spring Semester

Course ID	Course Description	Hours
ARS 304	Digital Modeling	3
ARS 204	Experimental Animation	3
ARH 123	Art History II	3
English	EH 215, EH 216, EH 225, EH 226, EH 235, EH 236	3
ARS	Secondary II-#2 of 5	3
Total Hours		15

Third Year - Fall Semester

Course ID	Course Description	Hours
ARS 301	Two Dimensional Animation II	3
ARS 302	Three Dimensional Animation II	3
	Drawing course #1 of 3	3
ARH	Art History elective #1 of 2	3
HY 101 or HY 135	**Area IV, A History of Western Civilization or US History to 1877	3
Total Hours		15

Third Year - Spring Semester

Course ID	Course Description	Hours
ARS 408 (W)	Pre-thesis in Animation (W)	3
ARH	Art History elective #2 of 2	3
	Secondary #3 of 5	3
HY 102 or HY 136	**Area IV, A (History of Western Civilization II or History since 1877) Depending on which sequence you take	3
	Drawing course #2 of 3	3
	Total Hours	15

Fourth Year - Fall Semester

Course ID	Course Description	Hours
ARS 409	Senior Thesis in Animation	3
ARS	Secondary #4 of 5	3
ARS 396 (W)	Professional Practices (Fall only)	3
	**Area IV, B (Social and Behavioral Sciences #1)	3
	Total Hours	12

Fourth Year - Spring Semester

Course ID	Course Description	Hours
ARS 409	Senior Thesis in Animation	3
ARS	Secondary #5 of 5	3
ARS	Upper Level Drawing course #3 of 3	3
	**Area IV, B (Social and Behavioral Sciences #2)	3
CA 110	Public Speaking	3
	Total Hours	15

Notes

** See Degree Requirements

Department Information

Department of Art & Art History website
<https://www.southalabama.edu/art>

The goals of the Department of Art & Art History include preparing students for graduate work or careers in the visual art; providing suitable programs and courses for persons who want to study or practice the arts for their own personal development and cultural enrichment; and introducing students to their cultural tradition.

The Department of Art & Art History offers Bachelor of Arts and the Bachelor of Fine Arts degree with concentrations in Animation, Art History, Ceramics, Graphic Design, Painting, Photography, Sculpture, Glass, and Printmaking. These degree programs are intended for students who plan to pursue careers in Art or Art History, which will typically require their having continued their studies at the graduate level. The Department offers minors in Studio Art and in Art History.

All first-time freshmen must successfully complete CAS 100: First Year Experience as a degree requirement. Students must enroll during their first term at USA, except for summer-entry students who must enroll in the fall semester following entry. Students receiving a B.A. in Art & Art History must take ARS 396 (Studio Art students) or ARH 493 (Art History students) to fulfill the technology requirement. Students receiving a B.F.A. in Studio Art must take ARS 396 (Studio students), or ARS 479 (Graphic Design students), or ARH 493 (Art History students) to fulfill the technology requirement.

Graduate Studies

The University of South Alabama offers a Masters of Fine Arts degree (MFA) in Creative Technologies and Practice, which is the terminal, or highest, degree available in the field. It is a cross-disciplinary degree program appealing to creatives who are interested in a variety of media technologies. The program emphasizes interdisciplinary practice that spans multiple concentrations within the Art & Art History with technology serving to inform or facilitate the creative process.

The MFA in Creative Technologies and Practice will equip individuals to enter the workforce in a variety of creative technology areas, to manage creative teams, to pursue careers as visual artists, to advance knowledge in the field through research or creative input, and to teach at the university level.

The University of South Alabama offers a Masters in Art Education and an Alternative Masters in Art Education which are housed in the College of Education and Professional Studies. Course work in the visual arts is within the Department of Art & Art History. Further information regarding these degree programs is listed in the Bulletin under graduate programs in the College of Education and Professional Studies.