Entertainment Design, B.F.A.

A successful career in Entertainment Design requires a limitless imagination, the ability to invent and conceptualize new realities, and an understanding of the traditional and technological tools used to do so. This interdisciplinary degree encompasses concept, character, story, place, and time relevant to the entertainment industry. Students can expect to learn the skills and creative ability required of concept artists in the disciplines of character and story development such as character design, storyboarding, motion sequencing, and art direction. As an Entertainment Designer, you will create realities and experiences that excite minds by combining art and technology to bring extraordinary experiences to life in toys, games, comics, movies, environments, and more.

Matriculation Requirements

1. AAS Degree or equivalent in Entertainment Design or department approval
2. Portfolio Review

Program Requirements

Code	Title	Credit Hours
Total Credit Hours		**122**
General Education Requirements		**35 Credits**
ENGL 1010	Introduction to Academic Writing CC	3
or ENGH 1005	Literacies and Composition Across Contexts CC	
ENGL 2010	Intermediate Academic Writing CC	3
Complete one of the following: (Note: A higher level MATH course may substitute for this requirement)		3
MAT 1030	Quantitative Reasoning QL (3)	
MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)	
Complete one of the following:		3
HIST 2700	US History to 1877 AS (3)	
or HIST 2710	US History since 1877 AS	
HIST 1700	American Civilization AS (3)	
HIST 1740	US Economic History AS (3)	
POLS 1000	American Heritage AS (3)	
POLS 1100	American National Government AS (3)	
Complete the following:		
PHIL 205G	Ethics and Values IH GI	3
HLTH 1100	Personal Health and Wellness TE	2
or EXSC 1097	Fitness for Life TE	
Distribution Courses:		
Biology		3
Physical Science		3
Additional Biology or Physical Science		3
Humanities		3
Social/Behavioral Science		3
ARTH 2710	Prehistoric Through Gothic Art History FF	3
Entertainment Design (Lower Division Core)		**33 Credits**
ART 1120	2D Design	3
ART 1210	Observational Drawing	3
ART 1220	Perspective Drawing	3
ART 1400	Graphic Computer Applications	3
ART 2220	Imagination and Visual Literacy	3
ART 2240	Illustrative Media and Techniques II	3
ART 2250	Gestural Drawing	3
ART 2260	Digital Painting I	3

ART 2270	Figure Drawing I	3
ART 2280	3D Modeling	3
ART 2440	Motion Graphics I	3
BFA Portfolio Review		
Entertainment Design (Upper Division Core)		**45 Credits**
ART 3210	Narrative Illustration	3
ART 3240	Head Drawing	3
ART 3250	Environment Design	3
ART 3260	Digital Painting II	3
ART 3280	3D Texturing and Rendering	3
ART 3440	Motion Graphics II	3
ART 361R	Figure Drawing II	3
ART 4250	Character Design	3
ART 4260	Concept Design	3
ART 4270	Sequential Illustration	3
ART 4280	3D Rigging and Animation	3
ART 4290	3D Sculpting	3
ART 4440	Entertainment Design Studio	3
Capstone (Repeated over two consecutive semesters):		6
ART 499R	BFA Project WE (3)	
Elective Requirements (Complete any course 1000+) or,		**9 Credits**
Recommended Elective Curriculum:		9
Theatre Arts, Minor		
THEA 1513	Stagecraft I (2)	
THEA 1713	Script and Text Analysis I (3)	
THEA 2513	Introduction to Design for Stage and Screen (3)	
Digital Cinema, Certificate		
DGM 1061	Digital Cinema Editing I (3)	
DGM 1510	Film Production Analysis I (3)	
DGM 1520	Filmmaking I (3)	
Writing for Entertainment Media, Minor		
DGM 1510	Film Production Analysis I (3)	
DGM 2570	Writing for Entertainment Media I WE (3)	
DGM 450R	Story Editing for Digital Media (3)	

Graduation Requirements

1. Completion of a minimum of 122 semester credits.
2. Overall grade point average of 2.0 (C) or above with no grade lower than a C- in all Art and Design courses.
3. Residency hours--minimum of 30 credit hours through course attendance at UVU, with at least 10 hours earned in the last 45 hours.
4. Completion of GE and specified departmental requirements.
5. Portfolio submission required during senior year.
6. Successful completion of at least one Global/Intercultural course.
7. Successful completion of at least two Writing Enriched (WE) courses.

Graduation Plan

This graduation plan is a sample plan and is intended to be a guide. Your specific plan may differ based on your Math and English placement and/or transfer credits applied. You are encouraged to meet with an advisor and set up an individualized graduation plan in Wolverine Track (http://www.uvu.edu/wolverinetrack/).

First Year

Semester 1		Credit Hours
ART 1120	2D Design	3
ART 1210	Observational Drawing	3
ART 1220	Perspective Drawing	3
ART 1400	Graphic Computer Applications	3
ENGL 1010	Introduction to Academic Writing CC	3
	Credit Hours	**15**

Semester 2		
ART 2220	Imagination and Visual Literacy	3
ART 2240	Illustrative Media and Techniques II	3
ART 2250	Gestural Drawing	3
ART 2270	Figure Drawing I	3
ENGL 2010	Intermediate Academic Writing CC	3
	Credit Hours	**15**

Second Year

Semester 3		
ART 2260	Digital Painting I	3
ART 2280	3D Modeling	3
ART 2440	Motion Graphics I	3
ARTH 2710	Prehistoric Through Gothic Art History FF	3
MAT 1030	Quantitative Reasoning QL	3

HLTH 1100
   or EXSC 1097
	Personal Health and Wellness TE
	   or Fitness for Life TE
		2

	Credit Hours	**17**

Semester 4		
Upper Division Elective		3
Upper Division Elective		3
PHIL 205G	Ethics and Values IH GI	3
Social/Behavioral Science Distribution		3
Biology Distribution		3
Notes: Apply to the BFA Entertainment Design program this semester.		
	Credit Hours	**15**

Third Year

Semester 5		
ART 3210	Narrative Illustration	3
ART 3260	Digital Painting II	3
ART 3240	Head Drawing	3
ART 361R	Figure Drawing II	3
Physical Science Distribution		3
	Credit Hours	**15**

Semester 6		
ART 3280	3D Texturing and Rendering	3
ART 3250	Environment Design	3
ART 3440	Motion Graphics II	3
ART 4250	Character Design	3
Third Science Distribution		3
	Credit Hours	**15**

Fourth Year

Semester 7		
ART 4260	Concept Design	3
ART 4270	Sequential Illustration	3
ART 4280	3D Rigging and Animation	3
ART 499R	BFA Project WE	3
Humanities Distribution		3
	Credit Hours	**15**

Semester 8		
ART 4290	3D Sculpting	3
ART 4440	Entertainment Design Studio	3
ART 499R	BFA Project WE	3
History/PoliSci/American Institutions		3

Upper Division Elective	3
Credit Hours	**15**
Total Credit Hours	**122**

Program Learning Outcomes

1. Employ efficient and accurate drawing and painting abilities that convey an understanding of perspective, light, material and color.
2. Apply the use of anatomy, gesture, form, and staging in figure drawing and character design.
3. Apply principles of composition, color theory, and form to concept designs and illustrations as a way to emphasize and dramatize story.
4. Combine traditional and digital tools to create a variety of concept art including creatures, characters, environments, vehicles, costumes, and props in both 2D and 3D.
5. Develop proficient problem-solving skills through the use of research and development in ideation for storyboarding and sequential art.
6. Develop skills in modeling, texturing, lighting and rendering for 3D and 2D animation.