

ANIMATION ARTS, BA

Overview

The Bachelor of Arts in Animation is a hands-on program designed to develop both your technical expertise and artistic voice. You'll gain the skills needed to succeed in the animation industry while also exploring animation as a powerful form of creative expression.

Built upon the infrastructure, reputation, and direction of UWM's award-winning Film, Video, Animation, and New Genres department, the Animation program helps a diverse community of students find their place in an expanding and evolving creative media field. Faculty and teaching staff are renowned animators whose work has been showcased internationally. Our program offers classes in 2D, 3D, stop motion, puppetry, VFX, and experimental animation, with the technical and aesthetic knowledge acquired being broadly applicable to both artistic and commercial paths. Coursework in Animation is complemented by broad exposure to the humanities, fine arts, social sciences, and natural sciences.

Request Info (<https://uwm.edu/arts/request-information/>) | Visit (<https://uwm.edu/arts/visit/>) | Apply (<https://uwm.edu/arts/apply/>)

Faculty and Staff

Our inspirational faculty and staff make sure students feel welcome and empowered to think outside the box and explore all possibilities of making art at UWM. Visit the Peck School of the Arts directory (<https://uwm.edu/arts/directory/>) to meet these artists, explore their biographies and engage with recent work.

Scholarships and Aid

Financial constraints shouldn't hinder your artistic dreams. Our comprehensive range of scholarships and aid programs (<https://uwm.edu/arts/students/scholarships-aid/>) is designed to empower and support artists like you.

Study Abroad

We believe that a complete education in the arts should take you beyond the classroom and the local community. By studying abroad, you'll gain more than a change of scenery. You'll embark on a transformative educational experience and bring a global perspective to your field of study. Explore upcoming trips (<https://uwmilwaukee.studioabroad.com/?FuseAction=Programs.AdvancedSearch>) offered in partnership with the Center for International Education.

Requirements

Credit Overview

Code	Title	Credits
	General Education Requirements (p. 1)	30
	Arts Requirements (p. 1)	12
	Major Requirements (p. 1)	57
	Electives (p. 2)	21
Total Credits		120

Preparatory Coursework

Based on individual placement results, some students may be required to complete preparatory coursework before enrolling in the courses listed

here. This may include English language or composition preparation, developmental math, introductory chemistry, and/or student support courses for students participating in the First Year Bridge program.

General Education Requirements (GER)

UW-Milwaukee has General Education Requirements (<https://catalog.uwm.edu/policies/undergraduate-policies/#generaleducationtext>) that must be met in order to earn a bachelor's or associate degree. They include at minimum 30 credits (10 courses) in six categories that are designed to assure basic student competencies and provide a broad body of knowledge as a context for specialization.

Some degree requirements may fulfill GERs. Please review the requirements and consult with your academic advisor.

Code	Title	Credits
General Education Categories and Credits		
	Civics and Perspectives (CP)	6
	Communication and Literacy (CL)	6
	Humanities and Arts (HA)	6
	Mathematics and Quantitative Reasoning (MQR)	3
	Natural Science and Wellness (NSW/NSWL)	6
	Social and Behavioral Science (SBS)	3
Total Credits		30

Admission Requirements

Undergraduate applicants must meet general University admission requirements (<https://catalog.uwm.edu/admission-costs/undergraduate-admission/>) in addition to specific Peck School of the Arts requirements (<https://uwm.edu/arts/apply/>).

Credits and Courses

Arts Requirements

Code	Title	Credits
Peck School of the Arts Credits		
	12 credits must be taken in at least three of the four departments outside of the student's discipline: Art and Design, Dance, Music or Theatre.	12
Total Credits		12

Major Requirements

Code	Title	Credits
Animation Arts Foundation Courses		
FILM 109	Animation Form and Meaning	3
FILM 111	Cinema as Experiment	3
FILM 180	Foundation Production: Fiction	6
FILM 232	Animation I	3
Post-Foundation Studios		
FILM 233	Digital Animation	3
Choose one course (3 credits) from the following:		
FILM 220	16mm Filmmaking	
FILM 231	Writing for Film	
FILM 234	Introduction to the Screenplay	
FILM 255	Introduction to Digital Arts	

Contextual Requirements

FILM 303	Current Topics in Media Arts Production	3
Choose one course (3 credits) from the following:		
		3

FILM 321	Science Fiction in Animation	
FILM 331	The Animated Short	
FILM 327	Cartoons, Animation, and the Graphic Novel	
FILM 332	Miyazaki Shorts and Features	
Advanced Animation Courses		
FILM 385	Experimental Animation	3
FILM 486	Advanced Animation	3
FILM 388	Stop Motion Animation	3
or FILM 347	Introduction to 3D Animation	
FILM 379	Storyboarding	3
or FILM 384	Drawing for Animation	
Choose one course (3 credits) from the following:		3
FILM 343	The Business of Animation	
FILM 347	Introduction to 3D Animation	
FILM 379	Storyboarding	
FILM 382	Visual Effects	
FILM 383	Character Design and Animation	
FILM 384	Drawing for Animation	
FILM 386	Interactive Animation	
FILM 387	Puppetry	
FILM 388	Stop Motion Animation	
Senior Project Capstone		
FILM 509	Senior Project I	3
FILM 510	Senior Project II	6
Film Electives		
Choose two courses (6 credits) from within the Film, Video, Animation and New Genres department		6
Total Credits		57

Electives

Code	Title	Credits
Choose 21 credits from any department on campus in consultation with your advisor.		21
Total Credits		21

Undergraduate Advising

Academic advising is a collaborative process that empowers students to realize their maximum educational potential. Students are encouraged to visit the Peck School of the Arts Advising & Student Services page (<https://uwm.edu/arts/students/advising/>) to meet with your advisor prior to each semester's registration period. Advisors provide students with individualized appointments to assist with degree requirements, course selection, campus resources, college success strategies, graduation assessment, academic policies and more.

Sample Plan of Study

Year 1		Credits
Fall		
FILM 109	Animation Form and Meaning ¹	3
FILM 180	Foundation Production: Fiction ¹	6
GER Course ⁸		3
GER Course ⁸		3
Credits		15
Spring		
FILM 111	Cinema as Experiment ¹	3

FILM 232	Animation I ¹	3
FILM 332	Miyazaki Shorts and Features ³	3
GER Course ⁸		3
GER Course ⁸		3
Credits		15

Year 2

Fall

FILM 233	Digital Animation ²	3
FILM 231	Writing for Film ²	3
FILM 303	Current Topics in Media Arts Production ³	3
GER Course ⁸		3
GER Course ⁸		3
Credits		15

Spring

FILM 388	Stop Motion Animation ⁴	3
FILM 331	The Animated Short ³	3
FILM 387	Puppetry ⁴	3
GER Course ⁸		3
GER Course ⁸		3
Credits		15

Year 3

Fall

FILM 379	Storyboarding ⁴	3
FILM 361	Animation Studio ⁴	3
General Elective ⁹		3
PSOA Arts Distribution ⁷		3
GER Course ⁸		3
Credits		15

Spring

FILM 486	Advanced Animation ⁴	3
FILM 385	Experimental Animation ⁴	3
General Elective ⁹		3
PSOA Arts Distribution ⁷		3
GER Course ⁸		3
Credits		15

Year 4

Fall

FILM 509	Senior Project I ⁵	3
FVANG Elective ⁶		3
FVANG Elective ⁶		3
PSOA Arts Distribution ⁷		3
UWM General Elective ¹⁰		3
Credits		15

Spring

FILM 510	Senior Project II ⁵	6
FILM 343	The Business of Animation ⁴	3
General Elective ⁹		3
General Elective ⁹		3
Credits		15

Total Credits **120**

¹ Animation Foundation courses (15 cr. total, completion required before advancing in the major):

- Required: FILM 109, FILM 111, FILM 180, FILM 232

² Post-Foundation Studio: 6 cr. total

- Required: Students must complete FILM 233
- One additional post-foundation studio, select from: (FILM 220, FILM 231, FILM 234, or FILM 255)

³ Contextual Electives: 6 cr. total

- Required: FILM 303
 - Select one additional class from: FILM 319, FILM 327, FILM 331, FILM 332, FILM 336.
- 4 Advanced Animation coursework: 15 cr. total
- Required: FILM 386, FILM 486
 - Select either: FILM 347 or FILM 388
 - Select either: FILM 379 or FILM 384
 - Plus one additional 300+level Advanced Animation course: (FILM 343, FILM 347, FILM 361, FILM 379, FILM 384, FILM 385, FILM 387, FILM 388, FILM 486)
- 5 Capstone Requirement:
- FILM 509
 - FILM 510
- 6 Department Electives: 6 cr. required
- Any course offered within the Department of Film, Video, Animation and New Genres.
- 7 PSOA Arts Distribution Requirement for FVANG
- 12 credits outside PSOA
 - 12 credits within PSOA but outside of FVANG in at least 3 PSOA departments outside of discipline (Art and Design, Dance, Music, and Theater)
- 8 GER Requirements (UWM Core) - 30 cr. total
- (2) Communications and Literacy courses (total 6 cr.)
 - (1) Mathematics and Quantitative Reasoning course (total 3 cr.)
 - (1) Social and Behavioral Science course (total 3 cr.)
 - (2) Humanities and Art courses (total 6 cr.)
 - (2) Natural Science and Wellness courses, one with lab (total 6 cr.)
 - (2) Civics and Perspectives courses (total 6 cr.)
- 9 General Electives: 18 cr. total
- Can include courses inside the Department of Film, Video, Animation and New Genres or in any area of the University.
- 10 UWM General Elective: 3 cr. required.
- Must be taken in any area of the university excluding the Department of Film, Video, Animation and New Genres.

Animation Arts, BA Learning Outcomes

Students graduating with the BA in Animation Arts will be able to:

- Create and produce original animation works that demonstrate the effective application and knowledge of specific artistic principles, conventions, methods, and practices.
- Demonstrate media literacy and knowledge of core concepts, capabilities, and tools of animation technologies across a range of independent creative, fine arts, and industry contexts.
- Effectively navigate the creative concepts, aesthetic choices, and technical requirements of animated projects, and apply these skillsets across individual and collaborative fiction, non-fiction, and hybrid artist-practices.
- Implement high-quality production values in animated projects through the consistent application of professional-level standards and/or creative approaches to skills, including 3D, experimental, hand-drawn, and stop motion animation.
- Demonstrate the ability to communicate and collaborate effectively and to apply critical and creative thinking skills toward problem-solving within all production scenarios.

- Utilize animation across creative and practical contexts, including educational, advertising, film production, storyboarding, architecture, video games, and other entertainment and arts industries.
- Engage fully in the entire production process from concept to distribution, displaying a grasp of animation pipelines, roles, and responsibilities within a range of production scenarios.

Policies and Regulations

Academic Regulations

For information on University-wide Academic Action Policy and honors for scholarship, see Academic Policies (<https://catalog.uwm.edu/policies/undergraduate-policies/>).

Auditing Courses

No studio or performance courses may be audited.

Grievance and Appeal Procedures

If you have concerns about a class or a grade, or if you've been dropped from a program and would like to appeal, follow the grievance procedures found under the resources section on the Peck School of the Arts Advising & Student Services page (<https://uwm.edu/arts/students/advising/#FAQs>).

Independent Study

Under special conditions, juniors and seniors are permitted to take courses in independent study. For regulations on independent study, see the departmental advisor.

Program Changes

All program changes must be signed by the instructor and the Peck School of the Arts Office of Student Services. Certain other courses may also require this approval indicated in the semester's *Schedule of Classes*.

Second Bachelor's Degree Candidates

Students with good scholastic records who wish to earn a second bachelor's degree in the Peck School of the Arts must obtain the recommendation of the Peck School of the Arts department in which they wish to major before they can be accepted. Upon acceptance, students must earn in residence a minimum of 30 credits beyond the studies for the first degree and must satisfy all curriculum requirements.

Semester Credit Load

A full-time Peck School of the Arts student is one who takes a minimum of 12 credits per semester. Typically, Peck School of the Arts students are not permitted to carry more than 18 credits per semester. Students who have a 3.0+ cumulative GPA may, with the permission of the Peck School of the Arts Office of Student Services, carry up to 21 credits per semester.

Transfer Students

Transfer students from other universities and colleges or UWM units are accepted by the Peck School of the Arts provided they meet the UWM admissions criteria and have a 2.0+ cumulative GPA.

Honors in the Major

- **Honors in the Major** is granted to students who have earned a GPA of 3.500 or greater in the major and the academic department's recommendation.

- **High Honors in the Major** is granted to students who have earned a cumulative GPA of 3.500 or greater and the academic department's recommendation.
- **Departmental Honors** are granted to students recommended by their academic department for Honors excellence in performance not reflected in the GPA.
- **Dean's Honors** are granted to students with major achievements in one or more of the arts.

College of the Arts and Architecture Dean's Honor List

GPA of 3.750 or above, earned on a full-time student's GPA on 12 or more graded credits in a given semester.

Honors College Degree and Honors College Degree with Distinction

Granted to graduating seniors who complete Honors College requirements, as listed in the Honors College (<https://catalog.uwm.edu/honors-college/>) section of this site.

Commencement Honors

Students with a cumulative GPA of 3.500 or above, based on a minimum of 40 graded UWM credits earned prior to the final semester, will receive all-university commencement honors and be awarded the traditional gold cord at the December or May Honors Convocation. Please note that for honors calculation, the GPA is **not** rounded and is truncated at the third decimal (e.g., 3.499).

Final Honors

Earned on a minimum of 60 graded UWM credits: Cum Laude - 3.500 or above; Magna Cum Laude - 3.650 or above; Summa Cum Laude - 3.800 or above.

Contact

Advising & Student Services
Theatre Building Room 120

uwm.edu/arts/contact/ (<https://uwm.edu/arts/contact/>)