### UNIVERSITY REQUIREMENTS

- **Minimum Cumulative GPA:** 2.00
- **Minimum Credit Hours:** 122
- **Minimum Upper-Division Credit Hours:** 40
- **Residency Credit Hours:** 30 total, 20 of last 30 (taken at the U of U)

### GENERAL EDUCATION REQUIREMENTS

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Course</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 course</td>
<td>AI</td>
<td>American Institutions</td>
</tr>
<tr>
<td>1 course*</td>
<td>WR2</td>
<td>Lower Division Writing</td>
</tr>
<tr>
<td>1 course*</td>
<td>QA</td>
<td>Quantitative Reasoning A (college algebra/trigonometry)</td>
</tr>
<tr>
<td>1 course</td>
<td>QB</td>
<td>Quantitative Reasoning B (statistics/logic)</td>
</tr>
<tr>
<td>2 courses**</td>
<td>HF</td>
<td>Humanities</td>
</tr>
<tr>
<td>1 course</td>
<td>SF</td>
<td>Physical/Life Science</td>
</tr>
<tr>
<td>1 course</td>
<td>SF/AS</td>
<td>Physical/Life Science OR Applied Science</td>
</tr>
<tr>
<td>2 courses</td>
<td>BF</td>
<td>Behavioral Science</td>
</tr>
</tbody>
</table>

*Depending on your placement, you may be required to take prerequisite courses for the Writing and/or Math requirement(s).*

**FILM 2100 fulfills one HF requirement.**

### BACHELOR’S DEGREE REQUIREMENTS

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Course</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 course</td>
<td>CW</td>
<td>Upper Division Communication/Writing</td>
</tr>
<tr>
<td>1 course</td>
<td>DV</td>
<td>Diversity</td>
</tr>
<tr>
<td>1 course</td>
<td>IR</td>
<td>Upper Division International</td>
</tr>
<tr>
<td>4th semester proficiency*</td>
<td>Foreign Language OR ASL</td>
<td></td>
</tr>
</tbody>
</table>

*2020 level or equivalent*
MAJOR REQUIREMENTS – FILM & MEDIA ARTS (EAE EMPHASIS)

Students must earn a grade of a “C” or better in all required major courses (including Allied Hours).
FA = Fall, SP = Spring, SU = Summer

Film & Media Arts EAE Core (16-17 credits)

Complete 2 semesters:
- FILM 1010 (.5) Intro to Undergraduate Studies – FA

Complete 2 courses:
- FILM 3110 (4) History of Film until 1952 (FF) – FA, SP
- FILM 3120 (4) History of Film from 1952 (FF) – FA, SP

Complete 1 course:
- FILM 3420 (4) Sound for Film – FA, SP
  OR
- FILM 3500 (4) Film Production I – FA, SP, SU

Film Electives (18-19 credits)

Complete 1 course:
- FILM 2600 (4) Intro to Animation Techniques – FA, SP, SU
  OR
- FILM 2630 (4) Traditional Animation I – FA
  OR
- ART 1020 (3) Non-major Basic Drawing – FA, SP, SU

Complete 2 courses:
- FILM 3610* (4) Computer Animation I – FA
- FILM 3710 (4) Traditional Game Development – FA

Complete 1 course:
- FILM 3620 (4) Computer Animation II – SP (prerequisite: FILM 3610)
  OR
- FILM 3720 (4) Alternative Game Development – SP

Complete 3 credits of (a) FILM course(s).
- FILM _____ (3) (Film Elective)

Allied Hours (19-20 credits)

Complete 1 set of courses. (Students must complete a proficiency exam before enrolling: www.cs.utah.edu/~parker/instructions.)
- EAE 1030 (3) Foundations of Computer Science – FA, SP AND
- EAE 1410 (4) Intro to Object Oriented Programming – FA, SP (prerequisite: EAE 1030 or placement)
  OR
- EAE 1410 (4) Intro to Object Oriented Programming – FA, SP (prerequisite: EAE 1030 or placement) AND
- EAE 2420 (4) Intro to Algorithms & Data Structures – SP (prerequisite: EAE 1410)

Complete 2 courses:
- EAE 3600 (3) 3D Modeling for Video Games & Machinima – FA, SP
- EAE 3660 (3) Interactive Machinima – FA, SP (prerequisite: EAE 1410)

Complete 2 courses (EAE Capstone):
- EAE 4500 (3) Senior Project I – FA (pre/corequisite: FILM 3610 or FILM 3710)
- EAE 4510 (3) Senior Project II – SP (prerequisite: EAE 4500)

*requires knowledge of Photoshop, After Effects and Flash; students who do not have experience with these softwares should take FILM 2600 (4) Introduction to Animation Techniques first