BA – FILM & MEDIA ARTS
ENTERTAINMENT ARTS & ENGINEERING EMPHASIS
2017-2018 catalog year
(updated May 2017)

The information in this document will help you track requirements for the BA in Film & Media Arts (EAE). Each student is unique, and your degree should be unique to you. To maximize and tailor your degree to meet your needs and incorporate your interests, you should meet regularly with an academic advisor:

Emily Beard       emily.beard@utah.edu       ART 161
Andrew Grace      andrew.grace@utah.edu     ART 270
Jennifer McLaurin jennifer.mclaurin@utah.edu PAB 216
Kate Wolsey       kate.wolsey@utah.edu      MCD 126

You can also contact advisors with questions at: advisor@finearts.utah.edu. **To schedule an appointment with one of these advisors, please visit finearts.utah.edu/advising.** If you have trouble making the appointment, please call the front desk the College of Fine Arts (801-585-1416).

### GENERAL EDUCATION REQUIREMENTS

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Course(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 course</td>
<td>AI – American Institutions</td>
</tr>
<tr>
<td>1 course*</td>
<td>WR2 – Lower Division Writing</td>
</tr>
<tr>
<td>1 course*</td>
<td>QA – Quantitative Reasoning A (college algebra/trigonometry)</td>
</tr>
<tr>
<td>1 course</td>
<td>QB – Quantitative Reasoning B (statistics/logic)</td>
</tr>
<tr>
<td>2 courses**</td>
<td>HF – Humanities</td>
</tr>
<tr>
<td>1 course</td>
<td>SF – Physical/Life Science</td>
</tr>
<tr>
<td>1 course</td>
<td>SF/AS – Physical/Life Science OR Applied Science</td>
</tr>
<tr>
<td>2 courses</td>
<td>BF – 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 and FILM 2120 each fulfill one HF.

### UNIVERSITY REQUIREMENTS

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minimum Cumulative GPA</td>
<td>2.00</td>
</tr>
<tr>
<td>Minimum Credit Hours</td>
<td>122</td>
</tr>
<tr>
<td>Minimum Upper-Division Credit Hours</td>
<td>40</td>
</tr>
<tr>
<td>Residency Credit Hours</td>
<td>30 total, 20 of last 30 (taken at the U of U)</td>
</tr>
</tbody>
</table>

### BACHELOR’S DEGREE REQUIREMENTS

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

*2020 level or equivalent

PLEASE NOTE: There are several courses that will fulfill a General Education requirement and a Bachelor’s Degree requirement simultaneously. There are others that will fulfill a Bachelor’s Degree requirement and a Film major requirement simultaneously. The College of Fine Arts academic advisors can help you select the best classes for your degree.
Film & Media Arts EAE Core

Complete **TWO (2)** semesters:
- FILM 1010 (.5) Intro to Study of F&MA – FA
  - This course is CR/NC

Complete **ONE (1)** course:
- FILM 3110 (4) History of Film until 1952 (FF) – FA, SP
- FILM 3120 (4) History of Film from 1952 (FF) – FA, SP
- FILM 3135 (4) History of Media Arts

Complete **ONE (1)** course:
- FILM 2100 (4) Intro to Film (HF) – FA, SP, SU
  OR
- FILM 2120 (4) Intro to Media Arts (HF) – FA, SP

Complete **ONE (1)** Additional Critical Studies course:
- FILM 1660 (3) Animation Then, Now, Next
- FILM 2100 (4) Intro to Film (HF)
- FILM 2120 (4) Intro to Media Arts (HF)
- FILM 2220 (4) Women Directors (DV)
- FILM 2235 (4) Celebrity (BFDV)
- FILM 2240 (4) Diversity in Film and Media (DV)
- FILM 2250 (4) Popular Film and Television: Gender and Sexuality
- FILM 3110 (4) History of Film until 1952 - FA, SP
- FILM 3120 (4) History of Film from 1952 - FA, SP
- FILM 3135 (4) History of Media Arts
- FILM 3140 (4) Documentary Film History
- FILM 3150 (4) Experimental Film History
- FILM 3160 (4) Animation Film History
- FILM 3170 (4) Japanese Anime
- FILM 3250 (4) Cinema of the Developing World (IR)
- FILM 3270 (4) The Foreign Eye (IR)
- FILM 3315 (4) Convergence Culture
- FILM 3325 (4) Indie Media
- FILM 3330 (3) TV: Streaming & Otherwise
- FILM 3920 (4) Special Topics in Critical Studies
- FILM 4165 (4) Contemporary Animation
- FILM 4220 (4) Film Genres
- FILM 4220 (4) Directors

Complete **FOUR (4)** Courses:
- FILM 3610 (4) Computer Animation I - FA
- FILM 3710 (4) Traditional Game Development - FA
- FILM 3720 (4) Alternative Game Development - SP
- EAE 3600 (3) 3D Modeling for Video Games - FA, SP, SU

Complete **TWO (2)** Computer Programing set:
- COMP 1010 (3) Computer Programming I
- COMP 1020 (3) Computer Programming II

Complete **ONE (1)** Visual/Aural Storytelling course:
- FILM 3420 (4) Sound for Film and Digital - FA, SP
- FILM 3411 (2) Editing - FA, SP
- FILM 3500 (4) Film Production - FA, SP, SU
- FILM 3600 (4) Storyboarding/Visual Storytelling - SP

**EAE Capstone**
Complete 2 courses:
- EAE 4500 (3) Senior Project I – FA
- EAE 4510 (3) Senior Project II – SP

**Electives**
Complete **THREE (3)** Courses:
- EAE 3020 (3) Ethics in Videogames
- EAE 3025 (3) Storycrafting for Games
- EAE 3605 (3) Advanced 3D Character I
- EAE 3610 (3) Advanced 3D Character II
- EAE 3620 (3) Environmental Art for Games I
- EAE 3625 (3) Environmental Art for Games II
- EAE 3630 (3) Hard Surface Modeling I
- EAE 3635 (3) Hard Surface Modeling II
- EAE 3640 (3) Digital Figure Sculpting I
- EAE 3650 (3) Motion Capture, Scanning & Rigging
- EAE 3660 (3) Interactive Machinima
- EAE 3670 (3) Texture for 3D
- EAE 3675 (3) Texturing for 3D II
- EAE 3680 (3) Digital Painting
- EAE 3690 (3) Concept Art for Games I
- EAE 3695 (3) Concept Art for Games II
- ART 1020 (3) Non-major Basic Drawing - FA, SP, SU
- ART 3700 (3) Digital Imaging for Visual Artists - FA, SP
- ART 4740 (3) Digital Darkroom - FA
- DRAW 3040 (3) Drawing the Human Head & Hands - SU
- FILM 2600 (4) Intro to Animation Techniques - FA, SP, SU
- FILM 2630 (4) Traditional Animation - FA
- FILM 3620 (4) Computer Animation II - SP
- FILM 3945 (4) Special Topics in Film - rotation
- FA 2000 (3) Computers and the Arts - FA, SP, SU
- FA 3000 (3) Intro to Web Design - FA
- FA 3300 (4) Intro to Computer Music Tech - FA, SP
- FA 3400 (3) Digital Visual Effects - FA, SP
- FA 3700 (3) Multimedia Graphics - FA, SP
- FA 4100 (3) Advanced Web Design - rotation
- FA 3600 (3) Writing for New Media (CW) - FA, SP, SU

**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