BA FILM & MEDIA ARTS
Entertainment Arts Engineering emphasis
(2011-2012 catalog year)

The following information is to help you track requirements for the BA in Film & Media Arts. Each student is unique, and your degree should be unique to you. To maximize and tailor your degree to meet your needs and interests, you should meet often with an academic advisor:

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**DEGREE REQUIREMENTS:***

**GENERAL EDUCATION REQUIREMENTS:**
- 1 course: AI – American Institutions
- 1 course*: WR2 – Lower Division Writing
- 1 course*: QA – Quantitative Analysis A
  (college algebra/trigonometry)
- 1 course: QB – Quantitative Analysis B
  (statistics/logic)
- 2 courses**: HF – Humanities
- 1 course: SF – Physical/Life Science
- 1 course: SF/AS – Physical/Life Science OR Applied Science
- 2 courses: BF – Behavioral Science
- NO courses: FF

* Depending on placement scores, you may be required to take prerequisites for Writing and/or Math.

** FILM 2100 fulfills one HF course requirement

**BACHELOR’S DEGREE REQUIREMENTS:**
- 1 course: DV – Diversity
- 1 course: CW – Upper Division Communication/Writing
- 1 course: IR – Upper Division International Requirement
- 4 courses: Foreign Language or ASL
- NO courses: QI

PLEAS**E NOTE: There are several classes 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. Please speak with your Fine Arts Academic Advisor to help you select the best classes for your degree.

(continued on reverse)
FILM MAJOR REQUIREMENTS – ENTERTAINMENT ARTS ENGINEERING EMPHASIS

I. Film & Media Arts Core Requirements (16 credits)
Complete four courses

FILM 2100 Introduction to Film 4 all semesters
FILM 3110 History of Film, Silent period-1950s 4 fall, spring
FILM 3120 History of Film, 1950s-present 4 fall, spring
FILM 3500 Film Production 4 all semesters

II. The EAE Emphasis Requirements in Film & Media Arts (26-28 credits)
Complete seven courses

FILM 2630 Traditional Animation 4 fall
or
ART 1020 Non-Major Basic Drawing 3 all semesters
FILM 2610 Computer Animation I 4 fall
FILM 3710 Game Development I 4 fall
FILM ____ Film and Media Arts Elective (FILM 2700 recommended) 3–4 varies
FILM 2620 Computer Animation II 4 spring
or
FILM 3720 Game Development II 4 spring
FILM 5800 EAE Capstone Production I 4 fall, spring
FILM 5800 EAE Capstone Production II 4 fall, spring

III. The EAE Emphasis Required Allied Hours in Computer Science (13-14 credits)
Complete one series and two machinima courses

Series One:
CS 1400 Intro to Computer Science 3 fall, spring
CS 1410 Intro to Object-Oriented Programming I (EAE section) 4 fall
or
Series Two:
CS 1410 Intro to Object-Oriented Programming I (EAE section) 4 fall
CS 2420 Intro to Algorithms & Data Structures (EAE section) 4 spring
CS 3650 3D Modeling for Video and Machinima 3 fall
CS 3660 Interactive Machinima 3 spring

updated October 2011
2011-2012 catalog year (subject to change each academic year)