

# **Unofficial Degree Planning Worksheet**

# *Catalog Year: 2022-2023*

# BFA in NEW MEDIA

| This worksheet is designed to help you plan and track your progress toward your degree. It lists all the graduation requirements. For full course descriptions, please refer to the current undergraduate [Catalog](https://www.ut.edu/academics/university-catalogs). | Course Taken or Transferred In | Semester Taken or Course Remaining |
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| **UNIVERSITY GRADUATION REQUIREMENTS** |
| [ ] Students must earn 124 hours to be eligible for graduation.[ ] Students must maintain an overall GPA of a 2.0 to be eligible for graduation.[ ] Students must complete 31 of the last 35 hours in residency at UT. |
| **BACCALAUREATE EXPERIENCE REQUIREMENTS*****Courses used for Baccalaureate Experience may not be used in the major (unless otherwise stated in the catalog).*** |
| Two-Year Learning Community |
| BAC 100 (0cr) – Digital Skills |  |  |
| BAC/HON 101/102 (2cr) – First-Year Seminar (two semester sequence)BAC 103 (1cr) – Transfer Student Seminar (one semester course) *- Optional*BAC 104 (1cr) – Veteran Student Seminar (one semester course) |  |  |
| AWR 101 (4cr) – Writing and Inquiry* *Domestic Students may be required to take AWR 100 based on English Placement.*
* *International Students may be required to take AWR 110 before AWR 101 or AWR 111 in conjunction with AWR 101 based on English Placement.*
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| AWR 201 (4cr) – Writing and Research *Recommended to take in the second year* |  |  |
| Mathematics (4cr) – MAT 155 or Higher |  |  |
| Natural Science – NS (6 Credits)***Must be lecture course, not a lab.*** |
| Biological Science (3cr) |  |  |
| Chemical or Physical Science (3cr)  |  |  |
| Humanities – HFA (11 Credits) |
| * *Must have at least two different disciplines represented.*
* *May only apply up to 4 credits of Studio/Performance courses.*

*Courses to fulfill this requirement may be found in the following disciplines: animation, dance, English/literature, film, foreign languages, linguistics, music, new media, philosophy, religion, speech and theatre, plus those art, communication, writing and women’s and gender studies courses so designated in the Course Descriptions section of the catalog.* |  |  |
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| Social Science – SS (11 Credits) |
| * *Must have at least two different disciplines represented.*

*Courses to fulfill this requirement may be found in the following disciplines:* *economics, geography, history, political science, psychology, sociology, and urban studies, plus those communication, criminology, law justice and advocacy, and women’s and gender studies courses so designated in the Course Descriptions section of the catalog.* |  |  |
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| Art/Aesthetic – A (3 Credits)***Can come from anywhere in the curriculum.*** |
| *Art/aesthetic courses are devoted primarily to the development of skills in human expression for the purpose of engaging the aesthetic sense, or courses devoted primarily to the development of students’ critical appreciation of aesthetics. Courses can be found in multiple disciplines, see Course Search or Catalog to find courses.* |  |  |
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| Non-Western and International/Global Awareness – NW/IG (9 Credits)***Can come from anywhere in the curriculum.*** |
| Non-Western (3cr) *Deal in either a direct or comparative way with political, social, or cultural issues within the context of non-Western or Third World concerns.* |  |  |
| International/Global Awareness (3cr)*Deal in a direct or comparative way with political, social, cultural or economic issues impacting the international and/or global arena.* |  |  |
| Non-Western or International/Global Awareness (3cr) |  |  |
| Writing Intensive – W (9 Credits)***Can come from anywhere in the curriculum.*** |
| *Courses in addition to AWR 101 and AWR 201 that emphasize writing as a process of learning and communicating. Some credits may be waived for transfer students, please refer to the Catalog for more information.* |  |  |
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| **MAJOR REQUIREMENTS (78 Credits)** |
| Foundation Courses (20 Credits) |
| FMX 210 (4cr) – Digital Media |  |  |
| FMX 241 (4cr) – Sound, Image and Motion |  |  |
| CSC 101 (4cr) – The Science of Computing I (1) |  |  |
| CSC 102 (4cr) – The Science of Computing II (2)***Pre-Req:***  *CSC 101* |  |  |
| MUS 108 (4cr) – Recording and Electronic Media I (1)  |  |  |
| Seminar, Review & Thesis (6 Credits) |  |  |
| FMX 298 (2cr) – Professional Seminar***Pre-Req:***  *FMX 210 or FMX 241, and 44 or more earned credits, with at least one of the following: FMX 217, FMX 238, FMX 310, FMX 312, FMX 313, FMX 314, COM 339, or FMX 463; or consent of instructor* |  |  |
| FMX 398 (0cr) – Junior Portfolio Review***Pre-Req:***  *Earned 44 credits, or more, or permission of instructor****Pre/Co-Req:***  *FMX 298* |  |  |
| FMX 499 (4cr) – Senior Project in FMX***Pre-Req:***  *FMX 398 and senior standing in Animation or New Media major, after completion of 106 credits, or consent of instructor* |  |  |

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| Interdisciplinary Core (33 Credits) |
| FMX 217 (4cr) – 3D Animation I (1) |  |  |
| FMX 310 (4cr) – Creative Coding***Pre-Req:***  *FMX 210* |  |  |
| FMX 311 (4cr) – UX/UI User Experience & User Interaction***Pre-Req:***  *FMX 210* |  |  |
| FMX 320 (4cr) – Animation for Interactivity and Games***Pre-Req:***  *FMX 217* |  |  |
| FMX 339 (4cr) – Game Design and Production***Pre-Req:***  *FMX 310 or ITM 251 or COM 315* |  |  |
| FMX 430 (4cr) – Spatial Computing***Pre-Req:***  *FMX 310, or permission of the instructor* |  |  |
| FMX 463 (4cr) – Multimedia Installation***Pre-Req:***  *FMX 241 or permission of the instructor* |  |  |
| COM 346 (4cr) – Writing for Interactivity and Games***Pre-Req:***  *One of the following: COM 225, COM 226, WRI 200, WRI 220 or FMX 240* |  |  |
| Choose one of the following:* MUS 301 – Interactive Arts Ensemble
* MUS 303 – Studio Production Ensemble
* MUS 304 – MIX Lab
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| Music Ensemble Elective (1cr) |  |  |
| History and Theory Electives (11-12 Credits) |  |  |
| FMX 201 (4cr) – History of Animation |  |  |
| FMX 211 (4cr) – Media Arts: History and Theory |  |  |
| Choose one of the following:* COM 323 – Digital Communication and Society *(Pre-Req: COM 224)*
* FMX 382 – Global Perspectives in Film and New Media
* MUS 370 – Music in Film and Games
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| History and Theory Elective (4cr) |  |  |

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| Major Electives (8 Credits) Choose from the following:* FMX 207 – Digital Drawing
* FMX 213 – 3D Printing and Modeling
* FMX 238 – 2D Animation I (1)
* FMX 315 – 3D Sculpting *(Pre-Req: FMX 217)*
* FMX 317 – 3D Animation II (2) *(Pre-Req: FMX 217)*
* FMX 320 – Animation for Interactivity and Games *(Pre-Req: FMX 217)*
* FMX 322 – Visual Effects *(Pre-Req: FMX 241)*
* FMX 324 – Cinematography *(Pre-Req: FMX 241)*
* FMX 328 – Sound in Media *(Pre-Req: FMX 241)*
* FMX 338 – 2D Animation II (2) *(Pre-Req: FMX 238, or consent of instructor)*
* FMX 343 – Advanced Post-Production *(Pre-Req: FMX 241 or consent of instructor)*
* FMX 350 – Virtual Production *(Pre-Req: FMX 217 or FMX 241)*
* FMX 374 – Internship in FMX *(Pre-Req: Sophomore standing or higher with GPA 3.)*
* FMX 381 – Digital Imaging *(Pre-Req: FMX 210 or FMX 241)*
* Must be taken together.
	+ FMX 382 – Global Perspectives in Film & New Media
	+ FMX 382A – Global Perspectives in Film & New Media Travel Course *(Pre-Req: FMX 382)*
* FMX 385 – Special Topics in FMX
* FMX 392 – Independent Study in FMX *(Pre-Req: Junior standing and minimum GPA of 3.0, and consent of instructor)*
* FMX 410 – Special Topics in Digital and New Media *(Pre-Req: Consent from instructor)*
* FMX 417 – Special Topics in Animation *(Pre-Req: Consent from instructor)*
* FMX 492 – Independent Study in FMX *(Pre-Req: Senior standing and minimum GPA of 3.0, or consent of instructor)*
* CSC 201 – Data Structures and Algorithm Analysis *(Pre-Req: CSC 102 with a grade of “C” or better)*
* CSC 230 – Software Design and Engineering *(Pre-Req: CSC 201 with a grade of “C” or better)*
* MUS 109 – Recording and Electronic Music II (2) *(Pre-Req: MUS 108 or consent of instructor)*
* MUS 210 – Concert Recording Practicum
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| Major Elective (4cr) |  |  |
| Major Elective (4cr) |  |  |
| Major Residency Requirements (15 Credits) |
| *Students must complete at least 15 credit hours in the student’s major.* |