

# School of Digital Media

## Computer Animation

### Degrees

Bachelor of Fine and Applied Arts (Computer Animation)

B.F.A. (Computer Animation)

### Educational Objectives :

1. To give students the knowledge of designing art.
2. To give students the understanding of cutting-edge technology and for them to be able to create their work in accordance with those technology.
3. To focus on training the students so that they can use digital tools in creating modern art pieces.
4. To give students the ability to implement their knowledge from the program as the basic for their art creation, and successfully present them in their career.

### Computer animation

The course teaches the creative perspective that computer animation is an instrument for telling a story by combining theatrical and technologies. Course includes storyboarding, character design, 2D and 3D animation production techniques, editing, compositing, digital audio and video.

### Curriculum :

<b>4 years program</b>	<b>143 Credits</b>
<b>1. General Education Subjects</b>	<b>30 Credits</b>
1.1 Social Sciences and Humanities	9 Credits
1.2 Language and Communication	12 Credits
1.3 Science and Mathematics	9 Credits
<b>2. Specific Subjects</b>	<b>104 Credits</b>
2.1 Common Cores	28 Credits
2.2 Major Subjects	61 Credits
2.3 Major Electives	15 Credits
<b>3. Free Elective Subjects</b>	<b>9 Credits</b>
Select from any subject taught in the university	

### Course Subjects

<b>1. General Education Subjects</b>	<b>30 Credits</b>
1.1 Social Sciences and Humanities	9 Credits
HUM 120 HUM124 HUM311 HUM411 PHR 100 SOC 106	
1.2 Language and Communication	12 Credits
ENG 111 ENG 112 ENG 213 ENG 324 THI 116 THI 118	
1.3 Science and Mathematics	9 Credits
BCS 115 BCS 217 GSC 151 GSC 150 MAT 142	

2. Specific Subjects

104 Credits

2.1 Common Cores

28 Credits

DES 111	Visual Arts 1	3(1-4-4)
DES 112	Visual Arts 2	3(1-4-4)
DES 113	Visual Arts 3	3(1-4-4)
DES 114	Fundamental Design	4(1-6-5)
DES 115	Design Thinking	3(1-4-4)
DES 116	Design Awareness	3(1-4-4)
DES 117	History of Design	3(3-0-6)
SDM 118	Introduction to Computer Graphics	3(1-4-4)
SDM 119	Introduction to Digital Image	3(2-2-5)

2.2 Major Subjects

61 Credits

SDM 211	Speech for Presentation	2(1-2-3)
SDM 200	Ideal Graduate in Digital Media	1(0-2-4)
CAN 212	Script Writing and Storyboarding	3(1-4-4)
CAN 251	Cinematography	2(1-2-3)
CAN 211	Writing for Animation	3(1-4-4)
CAN 221	Experimental Animation	3(1-4-4)
VFX 335	Digital 3D Effects 1	3(1-4-4)
VFX 337	Sound and Vision Editing	3(1-4-4)
CAN 311	Acting for Animation	2(1-2-3)
CAN 223	Pre-Production Design 1	3(1-4-4)
CAN 241	3D Modeling and Animation I	3(1-4-4)
CAN 242	3D Modeling and Animation 2	3(1-4-4)
CAN 324	Pre-Production Design 2	3(1-4-4)
CAN 343	3D Modeling and Animation 3	3(1-4-4)
CAN 344	3D Modeling and Animation 4	4(1-6-5)
CAN 350	Professional Training	300 ชั่วโมง
SDM 452	Digital Media Seminar	2(1-2-3)
SDM 453	Portfolio Design	2(1-2-3)
CAN 498	Computer Animation Pre-Cooperative Education	1(0-2-1)
SDM 451	Digital Media Business	3(1-4-4)
CAN 461	Computer Animation Project Preparation	3(1-4-4)
CAN 462	Computer Animation Project	9

## 2.3 Major Electives

15 Credits

DGA 211	Life Drawing	3(1-4-4)
CAN 222	2D Animation	3(1-4-4)
SDM 299	Work Experience	3(0-20-0)
CAN 331	Digital Compositing	3(1-4-4)
CAN 332	3D Texturing and Lighting	3(1-4-4)
CAN 333	Animation Programming	3(1-4-4)
DGA 222	Character Design	3(1-4-4)
DGA 231	Digital Painting 1	3(1-4-4)

**3. Free Elective Subjects**

Select 9 credits from subjects which available in the university.