ANIMATION ARTS, BFA

Overview

The Animation Arts BFA is designed for students seeking professional-level training in animation and moving image production. The program expands on the BA's strong foundation by adding production-focused credits and offering a tightly woven sequence of courses dedicated to creative and technical study. The BFA provides deeper, earlier, and more continuous animation training than the BA.

You'll combine core filmmaking principles with animation coursework such as Experimental Animation, Stop Motion, and Intro to 3D Animation. The curriculum also integrates courses in professional practice, storyboarding, and digital production tools like Maya, After Effects, and Unreal Engine.

Throughout the program, you'll develop advanced artistic, conceptual, and collaborative skills applicable across film, television, gaming, and immersive media. With mentorship from experienced faculty and visiting professionals, you'll gain the confidence and portfolio needed to launch your creative career.

The BFA culminates in a two-semester senior project, where you'll produce an original animated film that reflects your technical excellence, creative depth, and readiness to enter the animation industry.

Request Info (https://uwm.edu/arts/request-information/) | Visit (https://uwm.edu/arts/visit/) | Apply (https://uwm.edu/arts/apply/)

Faculty and Staff

Our inspirational faculty and staff make sure students feel welcome and empowered to think outside the box and explore all possibilities of making art at UWM. Visit the Peck School of the Arts directory (https://uwm.edu/arts/directory/) to meet these artists, explore their biographies and engage with recent work.

Scholarships and Aid

Financial constraints shouldn't hinder your artistic dreams. Our comprehensive range of scholarships and aid programs (https://uwm.edu/arts/students/scholarships-aid/) is designed to empower and support artists like you.

Study Abroad

We believe that a complete education in the arts should take you beyond the classroom and the local community. By studying abroad, you'll gain more than a change of scenery. You'll embark on a transformative educational experience and bring a global perspective to your field of study. Explore upcoming trips (https://uwmilwaukee.studioabroad.com/? FuseAction=Programs.AdvancedSearch) offered in partnership with the Center for International Education.

Admission Requirements

Undergraduate applicants must meet general University admission requirements (https://catalog.uwm.edu/admission-costs/undergraduate-admission/) in addition to specific program requirements found on the Peck School of the Arts apply page (https://uwm.edu/arts/apply/).

Undergraduate Advising

Academic advising is a collaborative process that empowers students to realize their maximum educational potential. Students are encouraged to visit the Peck School of the Arts Advising & Student Services page (https://uwm.edu/arts/students/advising/) to meet with your advisor prior to each semester's registration period. Advisors provide students with individualized appointments to assist with degree requirements, course selection, campus resources, college success strategies, graduation assessment, academic policies and more.

Laptop Requirement

Preparing for a future defined by digital technology is an important step in developing artists. Our digitally integrated curriculum helps you achieve a professional level with leading art-related software and practices.

Laptop ownership is strongly recommended for *all* students. However, it's required for most majors. For more information, please visit the Peck School of the Arts admission page (https://uwm.edu/arts/apply/).

Credits and Courses

Code	Title	Credits
University Core		45
Animation Require	ements	72
General Electives		3
Total Credits		120

University Core

The minimum number of credits required to complete the Bachelor of Arts or the Bachelor of Fine Arts is 120. Students who need background preparation courses in math, English, foreign language, and chemistry may need additional credits.

Code	Title	Credits
General Education Re	equirements ¹	
Competencies ¹		
Oral and Written Com	nmunication – Part A and Part B 2	2
Quantitative Literacy	(QL) – Part A and Part B ²	
Foreign Language ²		
Distribution Requirem	ents ¹	
Humanities		6
Natural Sciences (Mu	ust include one lab)	6
Social Sciences		6
Cultural Diversity ²		
Electives		
Additional Electives		12
Credits in Peck School	ol of the Arts ³	12
University Credits		3
Total Credits		45

- Learn more about the General Education Requirements (https://catalog.uwm.edu/policies/undergraduate-policies/ #bachelorsdegreegeneraleducation).
- ² Credits may be utilized in required curriculum areas.
- ³ Up to 12 credits inside the Peck School of the Arts (9 required, the remaining 3 may remain inside FVANG as an elective) in at least 3 of

the 4 departments outside the student's discipline (Art and Design, Dance, Music, and Theater).

BFA Animation Arts Requirements

Code	Title	Credits
Animation Foundation Requirements		
FILM 110	Foundation Topics: (Students are required to complete 2 sections for 6 credits of FILM 110.)	6
FILM 180	Foundation Production: Fiction	6
FILM 232	Animation I	3
Foundation Review ¹		
FILM 222	Digital Filmmaking	3
FILM 231	Writing for Film	3
or FILM 234	Introduction to the Screenplay	
300+ Level Production El	ectives	
FILM 347	Introduction to 3D Animation	3
FILM 379	Storyboarding	3
FILM 486	Advanced Animation	3
Select two additional Pro	duction Electives	6
300+ Portfolio Electives		
FILM 361	Animation Studio	3
FILM 385	Experimental Animation	3
Select one additional Por	tfolio Elective	3
300+ Contextual Elective	s	
FILM 303	Current Topics in Media Arts Production	3
Select two additional Cor	ntextual Electives	6
300+ Professional Practi	ce/Internship	
FILM 450	Advanced Internship/Professional Practice	3
or FILM 343	The Business of Animation	
Senior Project		
FILM 509	Senior Project I	3
FILM 510	Senior Project II	6
Department Electives		6
General Electives		
Select 3 credits from any	department(s) outside of FVANG	3
Total Credits		75

Foundation Review for admission to major includes completion of Department Foundation courses (FILM 110 @ 6cr, FILM 180, and FILM 232. Review consists of 2 final projects made in Department Foundation courses and a copy of current academic transcript submitted to department faculty for review by advertised deadline in Fall and Spring semesters. Check your emails for Foundation Review deadlines.

Film, Video Animation, and New Genres Electives

Consult your academic advisor in the Peck School of the Arts Student Services Office for electives in the PSOA Core Curriculum and General Education Requirement courses.

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Code FILM 150	Title Multicultural America (Catiofica IIIMM)	Credits
FILIVI 150	Multicultural America (Satisfies UWM's Cultural Diversity requirement)	3
FILM 203	Media Workshop: (subtitle)	3
FILM 220	16mm Filmmaking	3
FILM 222	Digital Filmmaking	3
FILM 231	Writing for Film	3
FILM 232	Animation I	3
FILM 234	Introduction to the Screenplay	3
FILM 255	Introduction to Digital Arts	3
FILM 297	Study Abroad:	1-12
FILM 301	Film Art for Non-Majors (subtitle)	3
FILM 305	Digital Cinema and the Computer	3
	(Satisfies UWM's OWCB - Oral & Written Communication - Part B)	
FILM 316	Filmmaker as Theorist/Practitioner. (subtitle)	3
FILM 318	Film and the Visual and Performing Arts:	3
FILM 319	Theory/Practice Seminar: (subtitle)	3
FILM 320	The Art of the Short Film	3
FILM 323	Film as a Modernist Art Form	3
FILM 324	Genre and the Horror Film	3
FILM 325	Indie Cinema	3
FILM 326	Philosophy and Film	3
FILM 327	Cartoons, Animation, and the Graphic Novel	3
FILM 328	Radical Cinema	3
FILM 329	Sociological Cinema	3
FILM 330	Structuring Gaps	3
FILM 332	Miyazaki Shorts and Features	3
FILM 336	Special Effects and Illusion in Cinema	3
FILM 341	Theory/Practice Seminar: (subtitle)	3
FILM 342	Milwaukee Underground Film Festival	3
FILM 343	The Business of Animation	3
FILM 344	The Producer's Role	3
FILM 345	The Screenwriting Business	3
FILM 346	Documentary Projects: doc/UWM	3
FILM 360	Portfolio Topics:	3
FILM 361	Animation Studio	3
FILM 362	Documenting Community	3
FILM 363	Mumblecore: Fundamental Cinema	3
FILM 364	Music Video Production	3
FILM 365	Sex and Gender in Film and Video	3
FILM 366	Experimental Sound Techniques	3
FILM 367 FILM 368	Personal Cinema	3
FILM 379	Dreams: Yours, Mine, Ours	3
	Storyboarding Production Topics: (cubtitle)	
FILM 380 FILM 382	Production Topics: (subtitle) Visual Effects	3
FILM 382 FILM 385		3
FILM 385	Experimental Animation Interactive Animation	3
FILM 388	Stop Motion Animation	3
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FILM 390	Directing	3
FILM 391	Cinematography	3
FILM 392	Documentary Filmmaking	3
FILM 393	Sound Design	3
FILM 394	Film Score Studio	3
FILM 395	Preproduction	3
FILM 396	Video Installation	3
FILM 397	Drawing for Filmmakers	3
FILM 398	Editing and Post-Production	3
FILM 399	Advanced Independent Study	3
FILM 419	Advanced Theory/Practice Seminar.	3
FILM 420	Intermediate Media Arts Module: (subtitle)	3
FILM 434	Film Aesthetics: (subtitle)	3
FILM 446	Advanced Documentary Projects: doc/ UWM	3
FILM 460	Advanced Portfolio Topics: (subtitle)	3
FILM 461	Landscape Cinema	3
FILM 462	Humor and Filmmaking	3
FILM 463	Experimental Documentary	3
FILM 464	Observational Documentary	3
FILM 465	Experimental Narrative	3
FILM 466	Appropriated Media	3
FILM 480	Advanced Production Topics:	3
FILM 481	Advanced 16MM Film Production	3
FILM 482	Advanced Cinematography	3
FILM 483	Post-Production Sound	3
FILM 484	Field Recording and Digital Audio	3
FILM 486	Advanced Animation	3
FILM 497	Study Abroad: (subtitle)	1-12
MUSIC 327	Studio Techniques	3
MUSIC 328	Interactive Electronic Music	3
MUSIC 420	Advanced Electronic Music and Sound Art:	3

Sample Plan of Study

Year 1		
Fall		Credits
FILM 110	Foundation Topics: (Animation Form & Meaning)	3
FILM 180	Foundation Production: Fiction	6
Select two of the following	g:	6
ARTHIST 205	History of Film I: Development of an Art (GER-H)	
University Core		
University Core		
	Credits	15
Spring		
FILM 110	Foundation Topics: (Cinema as Experiment)	3
FILM 232	Animation I	3
Inside PSOA elective		3
University Core		6
Submit for Foundation Re	view	
	Credits	15
Year 2		
Fall		
FILM 222	Digital Filmmaking	3

FILM 234	Introduction to the Screenplay	3
or FILM 231	or Writing for Film	
FILM 347	Introduction to 3D Animation	3
Select two of the following:		6
ARTHIST 205	History of Film I: Development of an Art (GER-H)	
University Core		
University Core		
	Credits	15
Spring		
FILM 388	Stop Motion Animation	3
FILM 384	Drawing for Animation	3
Animation Contextual cours	se - select from:	3
FILM 327	Cartoons, Animation, and the Graphic Novel	
FILM 331	The Animated Short	
FILM 332	Miyazaki Shorts and Features	
FILM 319	Theory/Practice Seminar. (Science Fiction in Animation)	
University Core		6
	Credits	15
Year 3		
Fall		
FILM 379	Storyboarding	3
FILM 486	Advanced Animation	3
FILM 303	Current Topics in Media Arts Production	3
Animation Portfolio Elective	2	3
University Core		3
	Credits	15
Spring		
FILM 361	Animation Studio	3
FILM 385	Experimental Animation	3
Animation Contextual Elect	ive - select from:	3
FILM 327	Cartoons, Animation, and the Graphic Novel	
FILM 332	Miyazaki Shorts and Features	
FILM 331	The Animated Short	
University Core		6
	Credits	15
Year 4		
Fall		
FILM 509	Senior Project I	3
Department Elective		3
General Electives		3
University Core		6
	Credits	15
Spring		
FILM 510	Senior Project II	6
Professional Practice Electi	ve - select one:	3
FILM 343	The Business of Animation	
FILM 450	Advanced Internship/Professional Practice	
University Core		3
General Elective		3
	Credits	15
	Total Credits	120
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Animation Arts, BFA Learning Outcomes

Students graduating with the BFA in Animation Arts will be able to:

- Create high-quality, original animation works that demonstrate the effective application of fundamental artistic principles, conventions, and methods, across a variety of genres and styles.
- Demonstrate media literacy and knowledge of core concepts, capabilities, and tools of animation filmmaking technologies.

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- Utilize animation across creative and practical contexts including educational, advertising, film production, storyboarding, architecture, video games, and other entertainment and arts industries.
- Demonstrate the ability to communicate and collaborate effectively, applying critical and creative thinking to solve problems throughout all stages of production.
- Integrate creative, aesthetic, and technical requirements across fiction, nonfiction, and hybrid practices, engaging across a wide range of animation roles and responsibilities.

Policies and Regulations

Academic Regulations

For information on University-wide Academic Action Policy and honors for scholarship, see Academic Policies (https://catalog.uwm.edu/policies/undergraduate-policies/).

Auditing Courses

No studio or performance courses may be audited.

Declaration of Submajor

In most instances, after two years of basic preparatory courses in the major, students choose an area of specialization within their respective departments, known as a submajor. Students must declare a submajor after they have accumulated 45 to 75 credits to assure completion of the appropriate curriculum requirements for graduation.

Grievance and Appeal Procedures

If you have concerns about a class or a grade, or if you've been dropped from a program and would like to appeal, follow the grievance procedures found under the resources section on the Peck School of the Arts Advising & Student Services page (https://uwm.edu/arts/students/advising/).

Independent Study

Under special conditions, juniors and seniors are permitted to take courses in independent study. For regulations on independent study, see the departmental advisor.

Program Changes

All program changes must be signed by the instructor and the Peck School of the Arts Office of Student Services. Certain other courses may also require this approval indicated in the semester's *Schedule of Classes*.

Second Bachelor's Degree Candidates

Students with good scholastic records who wish to earn a second bachelor's degree in the Peck School of the Arts must obtain the recommendation of the Peck School of the Arts department in which they wish to major before they can be accepted. Upon acceptance, students must earn in residence a minimum of 30 credits beyond the studies for the first degree and must satisfy all curriculum requirements.

Semester Credit Load

A full-time Peck School of the Arts student is one who takes a minimum of 12 credits per semester. Typically, Peck School of the Arts students are not permitted to carry more than 18 credits per semester. Students who have a 3.0+ cumulative GPA may, with the permission of the Peck School of the Arts Office of Student Services, carry up to 21 credits per semester.

Transfer Students

Transfer students from other universities and colleges or UWM units are accepted by the Peck School of the Arts provided they meet the UWM admissions criteria and have a 2.0+ cumulative GPA.

Honors in the Major

- Honors in the Major is granted to students who have earned a GPA of 3.500 or greater in the major and the academic department's recommendation.
- High Honors in the Major is granted to students who have earned a cumulative GPA of 3.500 or greater and the academic department's recommendation.
- Departmental Honors are granted to students recommended by their academic department for Honors excellence in performance not reflected in the GPA.
- Dean's Honors are granted to students with major achievements in one or more of the arts.

College of the Arts and Architecture Dean's Honor List

GPA of 3.750 or above, earned on a full-time student's GPA on 12 or more graded credits in a given semester.

Honors College Degree and Honors College Degree with Distinction

Granted to graduating seniors who complete Honors College requirements, as listed in the Honors College (https://catalog.uwm.edu/honors-college/) section of this site.

Commencement Honors

Students with a cumulative GPA of 3.500 or above, based on a minimum of 40 graded UWM credits earned prior to the final semester, will receive all-university commencement honors and be awarded the traditional gold cord at the December or May Honors Convocation. Please note that for honors calculation, the GPA is **not** rounded and is truncated at the third decimal (e.g., 3.499).

Final Honors

Earned on a minimum of 60 graded UWM credits: Cum Laude - 3.500 or above; Magna Cum Laude - 3.650 or above; Summa Cum Laude - 3.800 or above.