Name:_________________________UNM ID#:_________________________

Catalog Used: 2019-2020

★ UNM reserves the right to make changes in the curricula and degree requirements as deemed necessary, with the changes being applicable to currently enrolled students.
★ Students are expected to maintain and graduate with a 3.0 minimum grade point average in the minor in Animation.
★ The requirements to earn a minor in Animation are as follows (24 hours TOTAL):

a. 15 hours in animation
   - ARTS 1610 [106] - Drawing I
   - FDMA 2530 [IFDM 210] - Introduction to 3D Modeling
   - FDMA 2714 [IFDM 202] - Introduction to Animation
   - FDMA 404 - Advanced Animation
   - FDMA 405 - Advanced Maya Production

b. 9 hours in Production electives
   - FDMA 1210 [MA 111] - Digital Video Production I
   - FDMA 1520 [IFDM 105L] - Introduction to Film and Digital Media
   - FDMA 1996 [IFDM 250] - Topics
   - FDMA 2280 [MA 216] - Topics in Videomaking
   - FDMA 2286 [205L] - Activating Digital Space
   - FDMA 2520 [IFDM 301] - Introduction to Cinematography
   - FDMA 2610 [IFDM 241L] - Directing I
   - FDMA 2768 [201] - Introduction to Game Development
   - FDMA 300 - Critical Intermediations
   - FDMA 302 - Digital Game Design
   - FDMA 303 - Moving Image Art
   - FDMA 304 - Experiments in Cinema
   - FDMA 310 - Writing Digital Narrative
   - FDMA 311 - Fundamentals of Music Technology
   - FDMA 324 - Introduction to Screenwriting
   - FDMA 350 - Advanced Screenwriting
   - FDMA 375 - Producing for Film and Digital Media

   FDMA 390 - Topics in the Elements of Filmmaking
   FDMA 391 - 16mm Filmmaking
   FDMA 401 - Digital Post Production
   FDMA 402 - Documentary Film Production
   FDMA 403 - Advanced Game Development
   FDMA 406 - Virtual Reality Cinema
   FDMA 407 - Compositing for Visual Effects
   FDMA 409 - Advanced Video Art
   FDMA 410 - The Business and Law of Film & New Media
   FDMA 411 - Advanced Cinematography
   FDMA 412 - Fundamentals of Audio Technology
   FDMA 429 - Topics in Production
   FDMA 496 - Undergraduate Production Project
   ARTS 1510 [130 ] - Introduction to Electronic Arts
   ARTS 2523 [231] - Video Art I
   MA 220 - Intermediate Production Workshop

TOTAL 24 hours

Please Note:
Some courses may be taken more than once for credit toward the minor. For details, please see UNM Catalog:
http://catalog.unm.edu/catalogs/2019-2020/

<table>
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<th>Semester</th>
<th>Course</th>
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<td>Fall</td>
<td>FDMA 2530</td>
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<tr>
<td>Fall</td>
<td>FDMA 405</td>
<td>3</td>
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</tbody>
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Production Electives - 9 hrs

   3
   3
   3

For additional information, contact the Fine Arts Student Success & Advisement Center, room 1103 in the Center for the Arts (505) 277-4817

Edited 7.1.19