

FOR TRANSFER STUDENTS

PROGRAM OVERVIEW

CU Denver offers a Bachelor of Fine Arts (BFA) degree in Fine Arts with an emphasis in 3D Graphics and Animation, through our Digital Animation Center (DAC). We train students to be 3D digital content creators, preparing them for the entertainment and feature film industries. Focusing on developing not only skills as creative artists, the DAC program readies the student to work as a creative artist within a collaborative environment. Most professional digital content creators work with up to 500 other artists; the DAC program prepares students for this world, focusing on how to exercise individual artistry while simultaneously fulfilling the broader vision of a final production. At the core of the DAC's teaching philosophy is an intense focus on placing the students, wherever possible, into a production "pipeline model" which helps the students to see themselves and their work as it fits into an overall production. We create an on-campus production studio where students apply for various roles, are organized into teams, and work together over an extended period to develop collaborative art.

ACADEMIC ADVISING

Freshmen with fewer than 30 credits and/or CAM students who are Undeclared are assigned to the Center for Undergraduate Exploration and Advising (CUE&A). All other College of Arts & Media (CAM) students with more than 30 credits who have declared CAM majors are assigned to the CAM Office of Advising and Student Services.

Students can connect with the internal CAM admissions team to learn more about the program, additional admission requirements, spaces, equipment and technology.

Students with a declared CAM major that have more than 30 credits are encouraged to meet with a CAM advisor every semester prior to registration.

Freshmen with fewer than 30 credits and/or CAM students that are Undeclared students are assigned to the Center for Undergraduate Exploration and Advising. These students are required to meet with an advisor every semester prior to registration.

CAM Recruitment and Enrollment

CAMinfo@ucdenver.edu

Visit the CAM website [here](#)

Arts Building, Suite 177
303-315-7400 (option 1)

CAM Office of Advising and Student Services

CAMadvising@ucdenver.edu

Visit the CAM website [here](#)

Arts Building, Suite 177
303-315-7400 (option 1)

Center for Undergraduate Exploration and Advising (CUE&A)

CUEA@ucdenver.edu

Visit the CUEA website [here](#)

Student Commons 1113
303-315-1940

GENERAL GRADUATION REQUIREMENTS & POLICIES

All CU Denver CAM Animation students are required to complete the following minimum general graduation requirements to be eligible to apply for graduation:

1. Complete a minimum of 120 semester hours
2. Achieve a minimum 2.0 CU cumulative grade point average (GPA)
3. Complete a minimum of 45 upper-division (3000- to 4000-level) semester hours
4. Complete all CU Denver Core, CAM, and major requirements
5. Complete a minimum of 30 hours at CU Denver

*The following are **maximum** semester hours that can apply toward the minimum 120 hours required for graduation:*

- 12 semester hours Pass/Fail
- 12 semester hours of Independent Study
- 12 semester hours of internship credit

PROGRAM REQUIREMENTS & POLICIES

The following program requirements are based on degree requirements for the current Catalog year at CU Denver and are subject to change. Students are responsible for completing degree requirements based on the Catalog year for which they are admitted.

Students are responsible for meeting with the major/faculty advisor in the department to confirm major requirements. In addition to completing all CU Denver Core and CAM requirements, students completing the BFA Fine Arts, 3D Graphics and Animation Emphasis Degree are required to complete the following minimum program requirements:

1. Students must complete a minimum of 30 FINE credit hours.
2. Students must complete a minimum of 24 upper division (3000-level and above) FINE credit hours. Most upper division courses have lower division pre-requisites.
3. Students must achieve a minimum GPA of 2.0 for all courses applied to major requirements.
4. Students must complete all major courses taken at CU Denver with a minimum grade of C (2.0) and all transfer courses applying to major requirements with a minimum grade of C (2.0). Students cannot complete major course requirements as pass/fail.
5. Students must complete a minimum of 21 FINE credit hours with CU Denver faculty.

3D GRAPHICS & ANIMATION

Bachelor of Fine Arts (B.F.A.) – Catalog Year 2026-2027

FOR TRANSFER STUDENTS

COURESWORK THAT CAN BE COMPLETED AT PREVIOUS INSTITUTION

The following is a “bucket” of requirements students can complete prior to transferring to CU Denver, including equivalent Colorado Community College System (CCCS) courses. To determine the equivalencies of courses to be completed at non-CU Denver institutions, students can visit www.transferology.com. **It is critical students connect with a CU Denver academic advisor to ensure planned courses will transfer and apply to CU Denver degree requirements.** All non-CU Denver coursework must be completed with a C- or better to be eligible for transfer.

Students interested in completing an Associate (A.A. or A.S.) Degree or a [Colorado Statewide Transfer Articulation Agreement or Degree with Designation \(DWD\)](#) must work with their community/junior college academic advisor to create an academic plan that accounts for all degree or transfer articulation agreement requirements. Colorado Community College Students may also explore the option to complete [Reverse Transfer](#) at CU Denver.

CU Denver Requirements	CU Denver Credits	CCCS Equivalent Courses & Notes	CCCS Credits
CU Denver Core Curriculum Requirements	34 - 40		
ENGL 1020 – Core Composition I	3	ENG 1021	3
ENGL 2030 – Core Composition II	3	ENG 1022	3
Mathematics	3 - 4	GT-MA1 (<i>MAT 1240 recommended</i>)	3 - 4
Arts	3	GT-AH (<i>ART 1111 recommended</i>)	3
Humanities	3	GT-AH or GT-HI (<i>ART 1112 recommended</i>)	3
Behavioral Sciences	3 - 4	GT-SS	3 - 4
Social Sciences	3 - 4	GT-SS or GT-HI*	3 - 4
Natural/Physical Science with lab	4 - 5	GT-SC1	4 - 5
Natural/Physical Science without lab or Math	3 - 5	GT-SC2 or GT-MA1 (<i>except the course used for Core Math</i>) or GT-SC1	3 - 5
International Perspectives	3	Additional GT-AH, HI, SS* (<i>see note below</i>)	3
Cultural Diversity	3	<i>To be completed at CU Denver. This requirement must be completed with an upper-division course and CCCS courses will not apply.</i>	
Non-Major Arts (Music, Theatre, Film or Dance)	3		3
Visual Arts Transfer Credits	18		
FINE 2600 Art History Survey I	3	ART 1111	3
FINE 2610 Art History Survey II	3	ART 1112	3
FINE 1100 Drawing I	3	ART 1201	3
FINE 1500 3D Design	3	ART 1003	3
FINE 2155 Intro to Digital Photography or FINE 1150 Intro to Darkroom Photography	3	ART 1401 or 1402	3
Visual Arts Electives	3	Please consult a CAM advisor for options.	3
TOTAL	52-58		

*The applicability of Guaranteed Transfer (GT Pathways) courses to specific CU Denver Core Curriculum requirements requires completion of a block of five courses: two GT-AH course; one GT-HI course; one GT-SS course; and one additional GT-AH, GT-HI, or GT-SS course.

3D GRAPHICS & ANIMATION

Bachelor of Fine Arts (B.F.A.) – Catalog Year 2026-2027

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SAMPLE PLAN – COURESWORK TO BE COMPLETED AT CU DENVER

Based on successful completion of 60 applicable transfer credits and the complete “bucket” of requirements outlined above, students would have the following remaining to complete at CU Denver. At CU Denver, students must tailor this plan based on the evaluation of previously completed college coursework (e.g., AP, IB, CLEP, dual/concurrent enrollment, and transfer credit), course availability, individual preferences related to course load, summer term courses, part-time or full-time student status, or add-on programs such as minors or double-majors.

YEAR ONE

Fall	CRS
FINE 1810 PREDAC: 3D Foundations	3
FINE 1002 International Perspectives through Animation	3
Upper Division Elective	3
Total Credit Hours	9

Spring	CRS
FINE 1820 PREDAC: Animation Foundations	3
Cultural Diversity	3
Upper Division Elective	3
Total Credit Hours	9

YEAR TWO

Fall	CRS
DACD 2810 Modeling I (<i>Fall only</i>)	3
DACD 2820 Surfacing and Lighting I (<i>Fall only</i>)	3
FINE 3841 Creating Visual Story	3
Total Credit Hours	9

Spring	CRS
DACD 2830 Surfacing and Lighting II or DACD 2850 Modeling II (<i>Spring only</i>)	3
DACD 3820 Intro to Animation and Rigging (<i>Spring only</i>)	3
Upper Division Elective	3
Total Credit Hours	9

YEAR THREE

Fall	CRS
DACD 3830 Advanced Character Creation (<i>Fall only</i>)	3
DACD 3845 Pre-Production: Story or DACD 3850 Dynamic Simulation	3
DACD 3810 Production Practices (<i>Fall only</i>)	3
Total Credit Hours	9

Spring	CRS
DACD 3846 Production I (<i>Spring only</i>)	3
FINE 4990 Contemporary Art History or Upper Division Art History Elective	3
FINE 2822 Digital Cinematography	3
Total Credit Hours	9

YEAR FOUR

Fall	CRS
DACD 4810 Production II (<i>Fall only</i>)	3
Upper Division Visual Arts Elective	3
Total Credit Hours	6

Spring	CRS
DACD 4820 Production III (pass/fail) (<i>Spring only</i>)	3
Upper Division Visual Arts Elective	3
Total Credit Hours	6

UD: students should consider the 45 upper division (3000/4000 level) credits required for graduation when selecting their Animation Elective. The 45 upper division (3000/4000 level) credits may also result in students needing additional courses to reach the minimum required for graduation.