

SAMPLE 4-YEAR PLAN: 3D Digital Design & Visual Effects B.A.

This is **one way** a student can complete this program in four years if the student requires no remedial courses.

MAJOR: 3D Digital Design & Visual Effects

FIRST YEAR	Fall Semester		Spring Semester	
	Focus on completing your general education requirements.	Gen Ed: CMST101 Public Speaking or CMST110 Introduction to Communication Studies	3	Gen Ed: Scientific and Quantitative Inquiry; Natural Sciences; INF 120 Elementary Programming (required)
Join the Worldline Developments student group.	Gen Ed: Scientific and Quantitative Inquiry; Mathematics and Statistics; MAT 115 Mathematics for Liberal Arts (recommended)	3	Gen Ed: Culture and Creativity; EMB 100 Media Literacy or Gen Ed: Self and Society; Individual and Society; JOU 110 Introduction to Mass Communication (required)	3
Join the NKU eSports club.	Gen Ed: Self and Society; Cultural Pluralism	3	Gen Ed: ENG 101 College Writing	3
	EMB 140 Introduction to Media Aesthetics	3	INF 286 Introduction to Web Development	3
	UNV 101 Orientation to College and Beyond	3	DFX 221 Visual Fundamentals for Digital Media	3
	TOTAL	15	TOTAL	15
SECOND YEAR	Fall Semester		Spring Semester	
Select a minor and start taking courses in your major and minor.	Gen Ed: Culture and Creativity	3	Gen Ed: Global Viewpoints	3
	Gen Ed: ENG 291 Advanced College Writing	3	Gen Ed: Scientific and Quantitative Inquiry; Natural Sciences with lab	4
	Gen Ed: Culture and Creativity or Self and Society (opposite category of required first year spring selection)	3	DFX 245 3D Modeling Fundamentals	3
	DFX 240 Introduction to Interactive Media	3	DFX 250 Analog Game Design	3
	DFX 244 Principles of Digital 3D Animation	3	Minor	3
	TOTAL	15	TOTAL	16
THIRD YEAR	Fall Semester		Spring Semester	
Consider taking a study abroad course in a media informatics- related area.	Gen Ed: Self and Society; Individual and Society	3	DFX 381 Computer Mediated Communication	3
Utilize opportunities through MINJAs as well as project-oriented classes to build a media informatics portfolio.	DFX 252 Nonlinear Interactive Storytelling	3	DFX elective	3
	DFX 309 3D Hard Surface Modeling or DFX 340 Media Scripting for Interactivity	3	DFX elective	3
	Minor	3	DFX elective	3
	Minor	3	Minor	3
	TOTAL	15	TOTAL	15
FOURTH YEAR	Fall Semester		Spring Semester	
Complete an internship. Start looking for a job.	DFX 352 Project Research Management	3	DFX 452 Portfolio Production	3
	DFX elective	3	DFX 420 Professional Practices	3
	DFX elective	3	College of Informatics elective	3
	Minor	3	Minor	3
	Elective	3	Elective	2
	TOTAL	15	TOTAL	14
GRAND TOTAL OF CREDITS				120

Notes: All majors in the Department of Communication are required to take CMST101 or CMST110 to fulfill the general education oral communication requirement.

The plan above does not take into account developmental coursework that may be required of the student. Therefore, additional courses may be required.

Minor Hours: Students should consult with their advisor in determining appropriate courses to select toward completion of: 1) a university-authorized minor, 2) an advisor approved focus, or 3) a second major.