BYU Computer Science
Animation Emphasis
Fall 2021 Requirements

77 – 80.5 credits

1. Grades below C- are not allowed in major courses

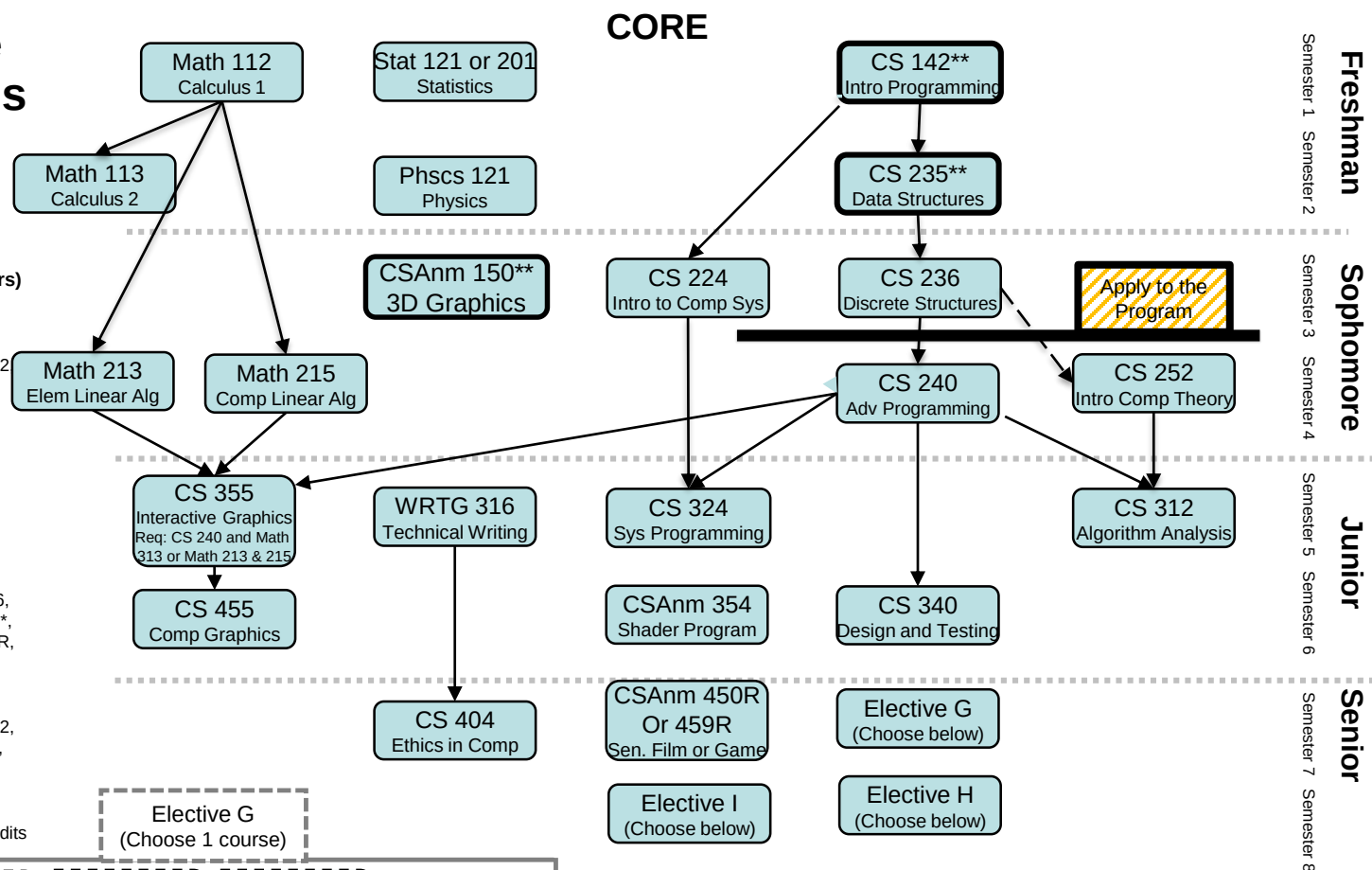
Core Course Requirements (78.5-79.5 Hours)

2. Complete the following prerequisite courses: CS 142, CS 235, CSANM 150
3. Apply to the program
4. Complete the following: CS 224, 236, 240, 252, 312, 324, 340, 355, 404, 455
5. Complete the following supporting courses: CSANM 354, WRTG 316, Math 112, 113, 213, 215, Phscs 121, and Stat 121 or 201
6. Complete either CSANM 450R or 459R

Elective Course Requirements

7. Complete 1 course from the following: ARTHC 111, ARTHC 202 or TMA 294
8. Complete 3 courses from the following: CS401R, 412, 428,431, 450, 452, 453, 456, CS 460, 462, 465, 470, 471, 472, 474, 486,498R*, 500, 501R*,513, CSANM 340, 342, CSANM 351R, 355, 452R, 454, 458, 460R, ECEN 425
9. Complete 1 courses from the following: CS 260, 329, 330, 345, 356, 393, 401R, 412, 428, 431, 450,452, 453, 456, 460, 462, 465, 470, 471, 472, 474, 479, 486,ECEN 425, or any 400-level CS courses (except CS 404, 405, and 498R*)

*CS 401R, 498R & 501R must be taken for 3 credits



Key

- Elective classes
- Core classes
- Prerequisite
- May be taken concurrently
- ** Must be completed before applying to program

Elective G (Choose 1 course)

CS 260 Web Programming Req: 142	CS 401R** Topics in CS	CS 453 Info Retrieval Req: 240	CS 471 Voice User Interfaces
CS 329 Test, Analysis, Verify Reg 240	CS 412 Programming & Convex Optimization	CS 456 UI Software Req: 240, 256	CS 472 Machine Learning 312,Math 213, Stat 121
CS 330 Prog Languages Req: 240	CS 428 Software Engineer Req: 340	CS 460 Networks Req: 324 or 360	CS 474 Deep Learning 312, Math 213, Stat 121
CS 345 Operating Sys Dsgn Req: 224 & 240	CS 431 Languages & Compilers	CS 462 Distributed Systems Req: 324, 340	CS 486 Verification & Valid Req: 312
CS 356 User Experience Req: 240	CS 450 Computer Vision	CS 465 Security Req: 324 or 360	EC EN 425 Real Time Op Sys Req: EC EN 323 & 330
CS 393 Algorithms & Problem Solving	CS 452 Database Modeling Req: 240	CS 470 Artificial Intelligence 312,Math 313,Stat 121	

Elective H (Choose 3 course)

Any 400 level course listed, under elective G	CSANM 340 Intro to Game Design	CSANM 452R Senior Film 2
		CSANM 454 Advanced Shading
CS 500 Business Career Essent	CSANM 342 Real time techniques	CSANM 458 3D Effects
CS 501R Advanced Topics In CS	CSANM 351R Lighting for 3D	CSANM 460R Video Game 2
CS 513 Robust Control	CSANM 355 Photo for Anim	EC EN 425 Real Time Op Sys

Elective I (Choose 1 course)

- TMA 294 History of Animation
- ARTHC 111 Art History
- ARTHC 202 World Civ 1500+